Tales of Graces F

Tales://races / PERFECTSUIDO Perfect Guide

There are unforgettable feelings. There are people I want to protect.

Therefore, I can become strong and kind.....

essay

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Chapter One

System

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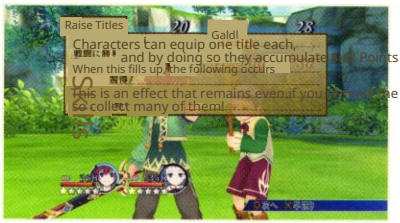
Basic System

First, this explains the basic game system that you should definitely keep in mind when playing this title. By acquiring knowledge and preparing for the adventure, the player will provide the best possible support for Asbel and the others.

Basic Knowledge for Adventures

Game Overview

In this title, Tales of Graces f, the protagonist Asbel grows through meetings and farewells while undertaking an adventure with his companions across a vast world. The game begins with Asbel and the others in their childhood ("Childhood") and, as the story progresses, transitions to "Adolescence." After clearing the main story composed of these two parts, you will be able to start the post-ending epilogue "Path to the Future." The scenario is basically linear, but many powerful enemies and trials await along the way. Before setting out on this long and arduous adventure, review the basic game systems in this guide.


Raise Titles
Gald
Characters can equip one title each,
and by doing so they accumulate
When this fills up, the following occurs
This is an effect that remains even if you
so collect many of them!

Explanations about the system are displayed during the game. All explanations are registered in the Users' Book (→P15), so don't worry

● Game Flow

Main Story

Childhood

In the prologue of the story, the meeting of the main characters is recounted. Battles also occur, and statuses and the like are carried over into battle.

Youth

This is the main part of the work, where all seven party members appear. Advance the story while achieving the objectives to clear the game.

Lineage Toward the Future

An additional scenario that becomes selectable after clearing the main story, depicting the events after the ending. New elements are

Saving Data

Record game progress at save points placed on the map screen (→P8). With your character standing on a save point, press a button, or choose "Save" from the "System" menu on the menu screen and select a slot to complete the save. In towns, save points are usually inside inns; in fields and dungeons, save points are often placed just before event battles. If you are defeated in battle, it is game over and you will have to resume from your last save. It is especially recommended to save when you encounter a save point in a location you are visiting for the first time.

Touching a save point restores incapacitation (→P33). At that time, HP is recovered by half of the maximum value, so follow up with arts or item

Groovy Chat

During the adventure, the title "Groovy Chat" may appear at the bottom left of the screen. While that is displayed, pressing the SELECT button starts a chat, allowing you to hear the characters' conversations. Including the "Lineage to the Future" episodes, nearly 400 different chats are prepared; some lead to battles between party members after the conversation or allow you to obtain titles (→P18). Most chats have specific times when they occur, and many trigger when you approach a save point or a Discovery (→P9). If you miss the timing, you may not see them again until you start a new playthrough, so check the conditions from page 376 onward and try to trigger as many chats as possible while progressing through the adventure.

Through casual conversation you can catch glimpses of characters' unexpected true faces, and you may also obtain hints for the adventure.

Subevents

This title offers numerous subevents that are not directly related to the main scenario. They range from simple errand-type tasks to content with substantial replay value such as hidden dungeons and minigames. Each event has its own trigger conditions; many occur when you approach a location marked with a ★ or when you talk to a character with a speech bubble. If you only aim for the endings, you can ignore subevents, but completing them can yield valuable items, titles, and other rewards, so you'll want to use them to enrich your adventure. From page 375 onward, all subevent trigger conditions and攻略 strategies are summarized for reference.

Some subevents have limited time windows, so be careful if you are aiming for completion. Some only trigger after finishing the game.

● Markers for Subevents

... ... Mark

·····Speech Bubble

Change your look with attachments

This work features "attachments" that change a character's appearance when equipped. When you obtain an attachment, an item with the same name is added to the "Party" menu, and you can manage attachments for each character

You can equip and unequip them. Attachments are essentially downloadable content, so if you find ones you like, purchase them to increase your collection. Refer to the "Attachment List" on page 184 for more details.

Attachments are shared across all characters and up to three can be equipped at the same time. They do not affect combat ability at all, so coordinate them however you like.

Changes in appearance from attachments are also reflected in battles and event cutscenes. They can undermine the mood in serious scenes, but that

Map Screen

Types and roles of maps

The world Asbel and his companions adventure in is made up of towns where residents live ("towns"), dungeons such as caves and ruins ("dungeons"), and the fields that connect them ("fields"). Asbel and his group travel across vast fields, heading for the next destination — a town or a dungeon. Outside of towns, enemy symbols roam; coming into contact with them triggers battle. Since it is difficult to avoid all battles, make sure to prepare thoroughly in advance and act cautiously, checking your characters' status as you go.

Press the L button on the map screen to display nearby place names and the nex
If you get lost while exploring, use this navigation.

● Type of map

Town

Settlements such as towns and villages. You can obtain information from residents and use facilities like item shops and inns. Enemies generally do not appear here.

Dungeon

On maps such as caves and ruins, enemies and traps block your way. Even battles with powerful foes often occur.

Field

A vast outdoor map that connects towns and dungeons. Enemies appear, but it is a map for traveling and contains no traps or puzzles

World Map Information

If you progress through the adventure and obtain the valuable "World Map," you can open the World Map by pressing the R3 button. On the World Map you can check the world's terrain and your current location, and it also shows places you have visited before. Additionally, for towns you can view each shop's inventory, and for fields and dungeons you can check information about enemies that appear there. When gathering items required for Dualize (→P13), check town shop inventories and items dropped by enemies on the World Map before taking action.

Selecting a map from the menu at the top left will display
places you have visited so far. Selecting a place name will show more detailed info

Explore the World Map by Shuttle

When you obtain a vehicle called the Shuttle toward the end of the scenario, you can directly travel to a chosen location from the World Map menu. In Shuttle mode, you can also freely move above the World Map to explore several hidden spots around the world. Spots you discover will be registered in the World Map menu once you actually visit them.

Shuttle mode for an overview of the world map.
Move the cursor with the right stick and press L1 to investigate suspicious s

Traveling by vehicle

Field movement is mainly on foot, but from locations where boats or turtle carts are available, you can board a vehicle to travel to your destination. Using boats or turtle carts lets you move between maps instantly, so you won't have to worry about getting lost along the way. Additionally, there is the advantage of being able to avoid battles with enemies on the field. Although boats and turtle carts may be unavailable at certain points in the main scenario's timing, make use of them until you obtain the shuttle to aid your adventure.

● 12 types of transportation

Boat

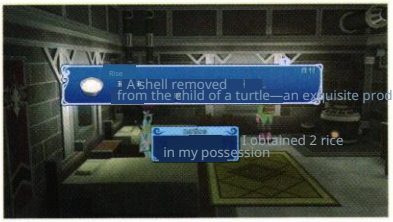
Sea transport that travels between towns with ports. Pay gil to the attendant at the port, choose your destination, and you can board. Each port has fixed destinations, and especially early in the game the times when it can be used are quite limited.

Turtle Cart

Talk to the "kamenin" (→P10) found around the world, select "Ride the turtle carriage," and pay gil to use it. Destinations are fixed depending on location, but you cannot travel to places you have not yet visited.

Obtain items

The map contains many items, and collecting them is one of the goals of your adventure. Many items are inside treasure chests or lie on glowing spots in towns and fields; approach and press the button to examine and obtain them. In towns, items may be hidden in shelves, dressers, and other indoor furniture, or you may receive items simply by talking to people. When visiting a location for the first time, thoroughly explore the map to avoid missing any items. However, do not push yourself in fields or dungeons where enemies appear.



In town, search every house interior you can and try to find hidden items. When you can examine a spot, a key help prompt will appear at the bo

● Points where items can be obtained

Glowing Spot

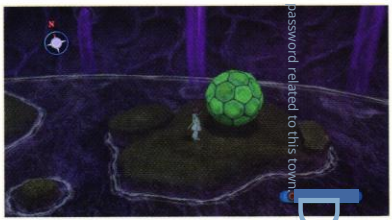
If you examine a glowing spot out in the field, you can obtain items or gald. The types of items are determined either by the field or randomly. They will reappear every time you re-enter the map.

Treasure Chest

Examining it yields the items or gald inside. In towns there are also treasure chests that won't open unless you enter a password. Hints for the password exist somewhere in that town, so find them by exploring and talking to people.

Search for Discoveries

A "Discovery" refers to sightseeing spots and local specialties found around the world. Move to a location with a Discovery and press the button to register the new landmark or specialty in the Discovery Book (→P15), and its location will also be shown on the world map. In addition, examining a Discovery may yield items that you can obtain each time you visit that map. Check the positions of Discoveries and their collectible items in the "Discovery Data" on page 572.



When you find anything noticeable in a place you're visiting for the first time, go up to it and check it out. Discover all 85 types of Discoveries.

Discovery

Town Facilities

Weapons Shop / Item Shop

Among the shops in town, the Weapons Shop and the Item Shop handle the buying and selling of items.

The Weapons Shop sells equipment such as weapons, armor, and unique gear. The Item Shop sells consumables, gems, ingredients, and so on. Check page 12 for the types of items. The products carried vary by town, and some shops change their lineup as the scenario progresses; you can always check those details on the world map. Also, the Weapons Shop and Item Shop offer menus other than shopping, as shown in the table below.

Before leaving town for your next destination, prepare your equipment at the weapons shop and restock consumables at the item shop. How

• Weapons Shop / Item Shop Menu

Buy	Pay gald to purchase items. The weapons shop and the item shop carry different types of merchandise.	Dualize	Combine two items to create a different item using Dualize (→P13).
Sell	Sell the items you have to obtain gald. Items that can be sold are accepted at both the weapon shop and the item shop.	Refill Erespot	Refill the Erespot (→P14) energy back to full. The cost is 1 gald per 1 energy.
Equipment	Open the equipment screen to change a character's equipment (→P12). Menu common to both weapon shops and item shops.	Stamp Card	Check the stamp card issued in that town. See the next page for details about stamp cards.

Kamenin Shop

When you talk to roaming peddlers called Kamenin found around the world, you can use the "Kamenin Shop" and the Kamecart. At a Kamenin Shop you can buy and sell items, as well as perform Dualize and refill Erespot. The items sold are the same at all Kamenin Shops, and their lineup changes significantly as the scenario progresses. Unlike a town's weapon or item shop, a Kamenin Shop is not registered on the world map, so go directly to a Kamenin to check the available goods.

Kamenin can be found not only in towns but also in fields and dungeons. Use them as waypoints during your adventures to restock any ite

● Menu of Kamenin Shop

Kamenin Shop	The menu is the same as at the weapon shop and item shop: you can buy and sell items, change equipment, dualize, refill E-respots, and so on. The shop mainly stocks consumables and synthesis materials, but sometim
Ride the train	When the kamenin is near a turtle cart, you can choose "Ride the turtle cart." Select your destination and pay the gald to travel by turtle cart to other towns or dungeons. You can only go to places you have previously visited

Efficient bulk buying

When restocking consumables or materials at a shop, it's convenient to select multiple items and pay for them together. After using the left stick or the left/right direction keys to enter quantities for all the items you want to buy, press the button to complete the purchase and finish shopping in one go. By the way, when selling items from your inventory you can similarly select multiple items and sell them in a batch.

Be careful not to exceed your budget when buying in bulk. Check the total amount displayed to the right of your possessed Gald

Inn

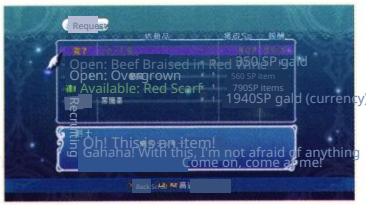
At the inn, paying Gald to stay will fully restore the HP of all characters. It also replenishes E-Points, so when you arrive in town, head to the inn first to recover HP and E-Points and prepare fully. At the inn, you can also check requests submitted by townspeople. If you have the requested items, handing them over there will complete the request and you can receive the reward. Requests are determined for each town; after completing at least one, a new request will be added after about 5–8 minutes. See page 423 for details.

Inn lodging fees vary by town. There are often other guests staying, so it's a good idea to visit each room and talk to people at least once.

Request Completion Procedure

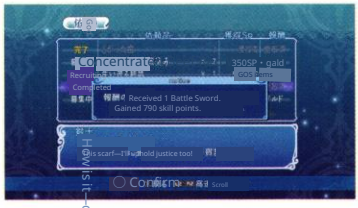
Confirm the request

When you choose "View Requests", the collected requests will be displayed. Requests marked "Open" or "Completable" are unresolved requests, so check the required items and rewards. Note that requests do not have deadlines.



Hand over requested items

Requests shown as "Completable" in the request list mean you have all the required items and can complete them. Select that request and hand over the requested items to receive rewards such as gald, items, and SP (→P18).



How is it—does it suit me?

Turn regular customers into VIPs with a stamp card!

When you acquire the valuable "Stamp Card Case" you become able to receive stamps when using shops. The system works regardless of shop type: stamps are applied each time the total amount of Gald spent on buying or selling items or traded via Dualize (→P13) reaches a certain threshold. When you collect ten stamps, the card is renewed and one new item is added to that town's shops. Stamp cards are provided for each town, and the Gald thresholds for receiving stamps and the kinds of items added differ by town. There is also a Kamenin Shop stamp card, which is valid across all stores.

How the Stamp Card System Works

Collect stamps by spending Gald

Stamps are applied based on the total amount of Gald transacted at that town's shops. Gald paid to refill Erespots is included, and you receive extra stamps when selling items.

New items added at 10 stamps

When you collect 10 stamps and fill up the stamp card, one more item becomes available for purchase. You can add up to 10 items per town, and some of them can only be bought once.

Items and Dualize

Types and Roles of Items

This work contains numerous items useful for exploration and combat. There are various ways to obtain them: you can get them from treasure chests and gathering points, steal them from enemies in battle, or craft some using Dualize, which is discussed on the next page. Items are classified into ten categories based on how they are obtained and their用途.

Items you possess can be checked in the menu under "Items". On the "Items" screen you can also use consumables or equip gear on characters. From page 512, the "Item Data" section compiles detailed information on all items, which can be useful for item collection.

● Item Types

NEW

Up to 14 newly acquired items, regardless of category, will be displayed. If you want to know the types or details of items you just obtained, check here.

Tools

Consumable items whose effects are activated when used, such as gummies that restore HP and bottles that cure status ailments. Depending on the type, they can be used on the map screen or during ba

Cooked dishes

Items with effects such as HP recovery or parameter increases that can be created by Dualize under "Cooking." They can be used from the menu, but the standard way to activate their effects is to be thermal and respond (→P14).

Materials

Items that serve as materials for Dualize and cannot be used on their own. There are four types—"Material," "Monetize," "Ingredient," and "Shard"—and each type combines into different items through Du

Weapons

Tools used to attack enemies, such as swords and guns. Equipping them to a character increases Attack, Technique Attack, and Accuracy. The types of weapons a character can equip vary by character.

Armor

Equipment worn to defend against enemy attacks. When equipped by a character, it raises Defense, Magic Defense, and Evasion. The armor a character can equip is determined by the character's gender.

Unique Equipment

Unique accessories provided for each character. Equipping them raises specific parameters and grants special effects (→P172). Among equipment, these are the only items that cannot be enhanced by Dualize.

Gemstones

There are two types: "Gemstones," which have special effects added by Dualize, and "Checks," which have effects that prevent or mitigate status ailments. Both types can be equipped by all characters.

Valuables

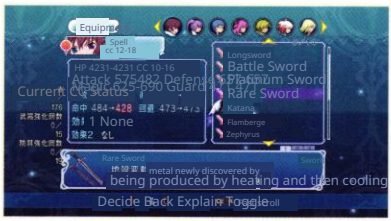
An important item that cannot be discarded. Its types vary—such as adding new elements to the system or being required for event progression or quests. Some can be used from the menu.

DLC

Downloadable content purchased from the PlayStation®Store is placed in this "Items" category. Using it here makes it available in the game. See page 181 for details.

Checking and Changing Equipment

By selecting "Equipment" from the menu screen or at a shop, you can check and change a character's equipment. Each character can equip five types: Weapon, Armor, Unique Gear, Gemstone, and Title. Equipping one of each increases combat ability by the performance values assigned to each equipment piece. On the "Equipment" screen, you can switch equipment while checking those stat changes. Weapons and armor that affect multiple parameters (→P17) are particularly important, so replace them when you find higher-performance ones.



When you select equipment, the parameters after equipping are displayed on th have their values shown in green, while attributes that decrease have their value

Role of Dualize

Dualize is the process of combining two items to create another item; it can be performed at weapon shops, tool shops, and Kamenin shops. There are seven types of Dualize: Enhancement, Extraction, Fusion, Joining, Modification, Synthesis, and Cooking, and each uses different component items and produces different resulting items. An overview of each Dualize type and the workflow is given below. If you want to use Dualize to produce valuable items and high-performance equipment, read the "Dualize Details" section starting on page 160 to understand the mechanics.

Many of the items you can obtain from map exploration and battles become material. Once you arrive in town, try Dualizing them.

● Types of Dualize

Enhancement Details P166

Weapons × Shards
➡ Enhanced Weapons and Armor

Enhance weapons and armor by combining them with ore fragments. The result of dualizing is influenced by the type and properties of the fragments (→P171), and besides improving the it also alters the selling price and adds various special effects.

Extraction Details P168

Skilled Gear × Skilled Gear
→ Gem

Combine two types of masterwork equipment enhanced by Dualize to extract a gem, which is a type of equipment. The type of gem produced by extraction is determined by the special effects and properties of the combined equipment.

Fusion Details HP168

Gem × Gem
➡ Enhanced Gem

Dualize two gems together to generate a new gem. Depending on the special effects and properties of the combined gems, a gem with greater effectiveness may result. Gems can only be created by extraction or fusion.

Joining Details P169

Check × Check
➡ Checks with combined effects

Combine checks of different types to create a gem that prevents or mitigates two status ailments. There are nine basic checks that can be used as materials, and their combinations can produce 36 types of joined checks.

Modification Details P170

Specific materials × specific weapons
➡ New weapons

Synthesize equipment and materials to create an entirely different piece of equipment. The equipment that can be modified is fixed, and the type of resulting equipment is determined by the materials combined. This can produce eq

Mixing Details P170

Consumable items · materials × materials
➡ New consumable items · materials

Combine consumable items and materials to create new items. The item combinations are predetermined and can produce recovery items such as gummies and potol, or sellable cash items that fetch high prices at shops.

Cooked dishes Details P170

Ingredients · dishes × ingredients
➡ New dishes

Combine ingredients with each other, or combine a dish with ingredients, to create a new dish. Dishes are items that restore the HP of all characters, and many also have additional effects that raise parameters during battle.

● Dualize process

Select the first item ➡ Select the second item ➡ Execute Dualize

Select materials from your inventory. Item names shown in red indicate either you cannot carry them or materials are insufficient. Greyed-out items cannot be Dualized. Cada 60000

The items that can be combined with the initially selected materials are displayed, and on the left you can also check the information of the item being created. Compare stats, check properties and special effects.

For alchemy and cooking, specify the number of items to create, then pay the fee to execute Dualize. Dualize

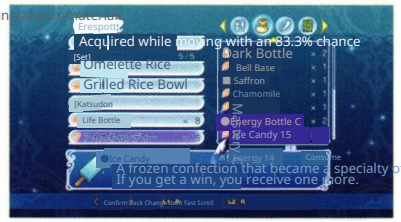
Even when it cools and wilts, it remains creative.

Erespot

Utilization of Erespot

Items obtained during adventures called "Erespots" can be used for cooking and as materials.

You can set up to four types of items. When certain conditions are met in that state, the set items will trigger various effects, and each time an effect activates it consumes the Energy held by the Erespott. If Energy runs out, you will no longer receive the effects, so replenish it at the town shop. Note that any item you have obtained before can be set in the Erespott even if you do not currently possess it. Furthermore, items are not consumed when their effects are triggered.



Select items to set from four categories. On the screen you can check the activat and the energy consumed in the item information below.

● Items That Can Be Set in the Erespott

Cooked dishes

When conditions are met during or after battle, effects are activated. They restore all party members' HP and may also grant additional effects such as stat increases. A dish's effect only triggers once per battle, but if the "Grimoire of Fullness" is set at the same time, it can trigger up to twice. Also, when multiple dishes are set, the one set higher takes priority.

Consumable Items/Materials

While moving, there is a certain probability of obtaining exactly one item identical to the one set. That probability varies by item: rarer items have a lower probability and consume more energy. The check to determine whether the set item is generated is performed each time you move for one minute.

Grimoire

A grimoire is an item that is set into an Erespott and used. Depending on the type, the activation conditions and effects vary greatly. Some activate when their conditions are met, while others continuously exert effects while consuming energy during movement. In the game, the energy consumption is not shown explicitly, so check pages 553–555 for details.

Erespoth Growth

An Erespoth obtained immediately has low maximum energy and can set only a small number of items at once; however, by using the Erespoth extensively, you can increase both.

The maximum energy increases when cooking effects are triggered by the Erespoth. Each dish has an "energy experience" value that cannot be seen in-game; by obtaining this through cooking, the maximum value increases. Check from page 520 onward for the cooking experience values. The maximum number of sets, on the other hand, grows when the Erespoth generates many consumable items or materials. Each time the amount of energy consumed during generation reaches a certain threshold, the number of sets increases by one.

● Increase in Maximum Energy from Cooking

Maximum Energy	Required Test Subject
200～400	Every 5 experience points gained: Max Energy +1
401～2000	Every 10 experience points gained: Max Energy +1
2001 9000	Every 40 experience points gained: Max Energy +1
9001 9999	Every 100 experience points gained: Max Energy +1

※Even when a non-cooking item is generated, Energy experience is still granted. Fo for materials, food ingredients, and tradeable items: 5 experience points are gran

● Number of sets produced by item generation

Set	Energy consumed from item generation	Number of sets	Due to item genera Energy consum
4	30	11	20000
5	150	12	40000
6	400	13	70000
7	1000	14	100000
8	2000	15	150000
9	5000	16	9000000
10	10000		

When a cooking effect is triggered, the total consumed energy increases by 1. Also, the total consumed energy is reset and starts accumulating again from 0.

A message appears on the screen when the number of sets increases. Set two types of items at the same time to simultaneously grow the Max Energy and the number of sets.

Book

Check various information in the Book

From the menu screen, selecting "Book" allows you to check various inform

You can check various information, and its contents are updated as the character acts. All four types of books are classified as valuables; of these, the two that are viewable from the start are the "User's Book" and the "Collector's Book". The "Discovery Book" and the "Enemy Book" are added to the books when obtained during the adventure. Note that the numerical values listed in each book—such as enemy encounter rates and item collection rates—also serve as indicators of how much you have played the game. While progressing through the scenario, enjoy side paths like sub-events and enrich the contents of the books.

A monster inhabiting the Windor region.

Switch books using the buttons. In the Collector's Book and Enemy Book, you can change categories or species with the R1 and L1 buttons.

Encounter Rate Vehicle

● Types of Books

User's Book

In addition to explanations of system features, you can view summaries and play records. The available menus and items increase as you progress through the game. See below for the menus descriptions, and for equipment, pressing a button will also display its performance.

Collector's Book

All items you have ever obtained are registered here, and you can check their information. You can view item effects and descriptions, and for equipment, pressing a button will also display its performance.

Discovery Book

Discovery points you have found so far are registered here, allowing you to check their descriptions and locations. If there are collectible items, their types are also listed, so it can be used for gathering materials.

Enemy Book

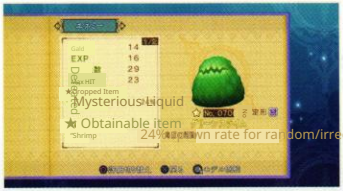
Enemies you have fought so far are registered, allowing you to check their appearance and the locations where they appear. Pressing a button displays detailed information such as status and weakness traits (→P3

● Users' Book Menu

System / Battle	In addition to explanations of controls and menus, the "Battle" section also provides tips on how to fight. As you advance your adventure and unlock new abilities, and, as well, be added.	Properties	You can view detailed data only for the types of properties (→P171) attached to weapons, jewels, and fragments that you have possessed before.
Dualize	Items you have created through alchemy, cooking, modification, or fusion are registered, allowing you to check ingredient combinations. Perform many dualizations to increase the variety.	Travel	The subevents that have occurred so far are registered, and you can review their details. Those labeled "Unresolved" are not isolated incidents but subevents that are still ongoing.
Summary	You can check the summary of the main scenario. The chapter titles for the scenario walkthrough starting on page 185 follow the headings in this summary.	Records	You can check various records related to your play so far, such as distance traveled, combat time, and item collection rate. Many of the records also r

Collect "Lost Soul Orbs"

Enemies marked in yellow in the Enemy Book indicate opponents from whom you have obtained a "Lost Soul Orb" in battle. A "Lost Soul Orb" is a rare item dropped only once by an enemy you have defeated more than 20 times; the more times you have defeated them and the higher your Combat Rank (→P16), the greater the chance of obtaining one. They are sometimes used for requests, but the main benefit is that after clearing the game you gain Grade (→P180) based on the number you have collected.



Mysterious Liquid

Obtainable item

24% drawn rate for random/irregular monsters,

It can not be obtained from opponents in event battles or other enemies that a

The number of times you have defeated an enemy can also be checked in the l

Combat System

The techniques for skillfully controlling characters and attacking enemies only come to life when you understand the mechanics of combat. Deepen your knowledge of battle so you can efficiently defeat the powerful foes that await you and earn greater rewards.

Basics of Combat

Flow of Battle

On the field and in dungeons, enemy symbols roam the map. Touching these triggers an encounter, initiating combat between your allied party and the enemy group. Members who can participate in battle are the characters in slots 1 through 4 on the menu screen. In the party, the player will control one character. The basic flow of battle is as follows. Note that in addition to encounters, battles may also start after events or Groovy Chats.

● From Start to End of Battle

Contact with Enemy Symbol ➡ **Battle** ➡ **Battle Results**

Touching an enemy symbol starts a battle. Enemy symbols will chase Asbel and the others when they spot them, but if the enemy group's leader is more than 20 levels higher than the highest-level enemy in that group, they will flee.

When battle begins, control the character to perform actions such as attacks and fight the enemy group. Party members other than the controlled character will act automatically according to the set tactics (→P34).

Defeating the entire enemy group results in victory, and on the battle result screen (→P35) you receive rewards such as EXP, SP, and gald. If a title rank or an ally's level increases, a message will also be displayed.

Effect of Combat Rank

If you change the "Combat Rank" in the menu screen's "Custom", you can adjust the difficulty of battles. There are six ranks of Combat Rank, and the default is "Normal". As summarized in the table below, the higher the rank, the tougher the enemies become, and accordingly the battle rates (→P67), the higher the rank, the greater the benefits. The amount of Gald and SP you can earn also increases. In addition, Combat Rank affects factors such as the level of the Ares Gauge (→P24), bonus SP (→P35), and fragment drop

● Changes by Combat Rank

Elements That Change	Combat Rank					
	Simple	Normal	Second	Hard	Evil 1 ※	Chaos 2 ※
Enemy Level	× 0.8	× 1	× 1.1	x1.2	× 1.3	× 1.5
Enemy HP	× 0.8	× 1	× 1.25	× 1.8	x 2.4	× 3
Enemy Attack Power	× 0.7	× 1	x 1.1	× 1.3	× 1.6	x 2
Enemy Hit Rate	× 0.8	× 1	× 1.3	× 1.5	× 1.8	× 2.5
Enemy Evasion	× 0.8	× 1	x 1.1	× 1.25	× 1.4	× 1.5
Enemy Immobilizatio	× 2	× 1	× 0.9	× 0.7	× 0.6	× 0.5
Enem spell/ability ti	× 2	× 1	× 0.9	× 0.7	× 0.6	× 0.5
Gald in b	× 1	× 1	× 1	× 1.2	× 1.3	× 1.5
SP in batt	× 0.5	× 1	× 1.2	× 1.5	× 2	× 3

※1.... Can be selected after completing the main story once or after obtaining Hubert's title "Hard Soldier".
※ 2.... Can be selected after completing the main story twice or after obtaining Hubert's title "Evil Knight".

Characters' combat capabilities

On the menu screen under "Party", each character

You can check four types of status and six types of parameters equipped on the character. Both are essential information for judging a character's combat capability, so review the contents of each item below. HP and various parameters increase as the character levels up, and they can also be strengthened by equipment such as weapons and titles. In addition, using consumable items like "Sage" or "Lavender" can easily raise stats. However, herb-type items are hard to obtain, so use them strategically.

The status and parameters on the "Party" screen include increases from equipment. In particular, parameters can show large increases.

● Status List

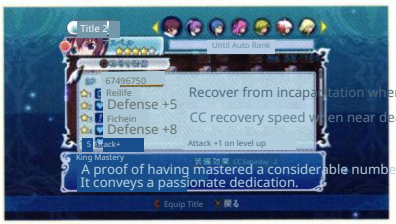
Lv	A numerical value representing a character's growth. Each time EXP reaches a certain amount, the character levels up, increasing HP and various parameters. See below for detailed mechanics.
CC	During battle, the Chain Capacity value required to perform certain actions represents the minimum and maximum bounds of a value that can increase or decrease during combat. See page 20 for details.
HP	The character's hit points. The left value is the current HP and the right value is the maximum HP; the gauge shows remaining HP. HP can be restored by items, spells, or skills; at 0 the character becomes incapacitated (see P
EXP (NEXT)	"EXP" is the total amount of experience points earned so far, and "NEXT" is the experience required for the next level up. When the bar below fills up, the level increases.

● Parameter List

Attack	The attack power for Arts techniques (→P23). The higher this value, the greater the damage dealt by Arts techniques and M
Defense	Defense against physical attacks such as from weapons. The higher this value, the less damage taken when hit by enem
Magic Attack	Attack power of Burst Techniques (see P23). The higher this value, the more damage dealt by Burst Techniques and Myst
Magic Defense	Defense against magical attacks. The higher this value, the less damage taken when hit by enemy magic attacks.
Accuracy	A value representing attack accuracy. The higher this value, the less likely all attacks are to be evaded by enemies (see P27
Evasion	A numeric value representing the rate of evading an opponent's attacks. The higher this value is, the easier it becomes to e

Growth of combat abilities from leveling up

Each time a character levels up, HP and various parameters increase. At this time, HP increases at a fixed rate for all characters, but for other parameters there is a tendency for values that are already high at level up to grow more easily. To avoid unbalancing parameters and creating weaknesses, raise levels while compensating for weaknesses with equipment and the like. Also, each character has a "parameter growth baseline" that is not displayed in the game; the higher this value, the greater the parameter increases upon level up. The parameter growth baselines for each character are shown in the table below, and these values do not change.



Some skills learnable from titles (→P18) increase the parameter gains on level up. You may want to use them together with equipment.

● Parameter Growth Baseline

Character	Parameter Increase Criteria	Character	Parameter Base Increase Value
Asbel (childhood)	12	Hubert	15.78
Sophie (Childhood, Yo	19	Sheria	18.04
Hubert (childhood)	15	Richard	17
Richard (childhood)	12	Malik	14.98
Asbel	15.5	Pascal	19.16

● Skills Related to Parameter Growth

Skill	Effect
Attack +	Increase attack when leveling up
Defense +	Increase defense when leveling up
Mind+	Magic attack increases on level up
Resist+	Magic defense increases on level up
Hit+	Accuracy increases on level up
Ivade+	Increases evasion when leveling up

Titles and Skills

Strengthen characters with titles

Characters can obtain unique "titles" by meeting certain conditions during their adventures, and can equip one of them. Titles provide "equipping effects" that take effect simply by being worn, and have five-tier "ranks" that grant skills. When you accumulate a certain amount of SP (Skill Points), which are earned from battle rewards and inn requests, the rank of the equipped title increases. Each time the rank increases, you learn one skill. Furthermore, if you continue to accumulate SP after raising the rank to 5, the title becomes "MASTER!", and the performance of the equipping effect is enhanced.

Change titles from the "Titles" menu. Hover the cursor over a title to display its skills, and press the button to view details.

● Types of titles

Icon	Effect characteristics	Icon	Features of Equipment Effects
	Increases status parameters		Grants effects related to Eres Gauge (P24)
	Grants effects related to attack		Effects related to Arts techniques (P23) can be obtained
	Grants effects related to defense		Effects related to Burst techniques (→P23) can be obtained
	Costume changes or effects such as automatic activation can be obtained		

Skill acquisition

The types of skills attached to titles are numerous, and they all have positive effects. Once a skill is learned, its effect remains even if the title is removed, and learning the same skill again can stack the effect. In other words, the more skills you learn, the stronger the character becomes.

Useful for skill acquisition is the auto setting available by pressing a button on the "Title" screen. If you configure this, when the equipped title reaches the specified rank, it will automatically switch to another title. If there is no skill you particularly want to prioritize, use the auto setting to increase acquired skills.

● Types of skills

Icon	Characteristics	Icon	Characteristics
	Maximum HP or specific parameters increase		Reduce damage from specific races (→P30)
CC	The maximum value and recovery speed of CC (P20) increase		Parameters increase when Ereslize is activated
	Various abilities increase under certain conditions		Learn and strengthen Arts techniques
	Abilities related to HP recovery increase		Learn and strengthen Burst techniques
	Critical rate against specific enemies increases		Learn a Secret/Ultimate Art
	Reduces the effect of certain status ailments (P32)		

Costume change via title

"Costumes" add new outfits to a character

They are special skills; once learned, you can change into that costume from the "Party" menu. Skills such as "Asberich" and "Sofitch" also increase the variety of costumes, but those specifically fully copy an ally's appearance and abilities. They can be learned in the "Lineage to the Future" arc.

Changing clothes does not alter abilities. Some downloadable content costumes also change the battle BGM.

● Skill List (skills other than status-boosting types, techniques/magic, and secret arts)

Skill Name	If
Vital	Maximum HP increases
Attack+	On level up, Attack +1
Mind+	On level up, Magic Attack +1
Defense+	On level up, Defense +1
◆ Resist+	On level up, Magic Defense +
Hit+	On level up, Accuracy +1
Evade+	On level up, Evasion +1
CC Rise	Lower limit CC increases
CC Exceed	Upper limit CC increases
CC Reinforce	CC recovery speed increases
Vicheal	At 1 minute into battle, HP recovers by 20%
Virilise	At 1 minute into battle, CC fully recovers
Viraise	At 1 minute into battle, CC increase +2
Viricover	At 1 minute into battle, recover from status abnormalities
Viveid	At 1 minute into battle, become in evasion state for 4 seconds
レ Buhill	On level up, HP fully recovers
レ Mastery	When leveling up, SP gained is multiplied by 1.5
Final Damage	Increase damage dealt when near death
Chiprivein	Reduce damage received when near death
Fikuriti	When near death, critical hit rate increases
Q! Fisuti	When near death, stagger recovery time is reduced
Fichein	When near death, CC recovery speed increases
!! Fisberu	When near death, spell casting speed increases
Sub Heal	Recovers HP when not participating in battle or after battle ends
!! Sub Ex	Increases experience gained when not participating in battle
! Sub Mastery	Increases SP gained when not participating in battle
Pribend	Reduces damage when defending
Barri Heal	HP recovery +3% when evading
! Stun	When an Arts skill's first hit lands on a stunned enemy, CC recovery +1
!! Critical	Increased damage on critical hits
!! Lifegain	When revived by a "Life Bottle" only, increased HP restored
Survivor	Reduced item usage cooldown time
Enchant	The duration of the effect that increases ability changes is prolonged
Penetrate	Adds a steel body effect when drawing the sword. For Asbel only
Boost	Reduces charge time for charged moves. For Sophie only
Trick	Chance to shorten transition speed to dual blades. For Hubert only
Share	Also heals the user with healing arts. For Sheria only
! Release	Increases the speed of returning weapons. Malik only
! Shield	While casting spells, has a chance to grant Steel Body. Pascal only
! Recovery	Allows "air recovery" by pressing a button while being knocked away
Charge+	If you continue chanting a technique for more than one second, CC increase
!! Axel	Activate Axel Mode when the Axel Gauge is 50% or higher
!! Costume	Costume change becomes possible
!! Asberich	Act as Asbel
!! Sofich	Act as Sophie
!! Hyuberrich	Act as Hubert
! Sheliacchi	Pretend to be Shelia

Skill Name	Effect
Marikitch	Become Marik
Paskaritch	Become Pascal
Lich	Become Richard
Gain	Recover HP when defeating an enemy. Asbel only
Absorb	Recover HP when an attack hits
Breath	Enhances the effect of healing spells
Tension	Recover HP on a critical hit. Asbel only
Holly	HP auto-recovery
Rescue	When near death, has a certain chance to recover HP. Exclusive to A
Climaxima	Critical +1 to the enemy with the highest HP
Clipoison	Critical +1 against enemies with "Deadly Poison"
Crivitalize	Critical +1 against enemies with "Paralysis"
Cristone	Critical +1 against enemies with "Petrification"
Crislow	Critical +1 against enemies with "Slow"
Crittack	Critical +1 against enemies with decreased Attack
Climind	Critical +1 against enemies with decreased Magic Attack
★ Kridephen	Critical +1 against enemies with decreased Defense
Critical Resist	Critical +1 against enemies with decreased Magic Defense
Critical Hit	Critical +1 against enemies with decreased Accuracy
★ Kriivei	Critical +1 against enemies with reduced evasion rate
Decision	Reduces "Poison" effect
Disparai	Reduces "Paralysis" effect
Disリーズ	Reduces "Freeze" effect
Divine	Reduces "Burn" effect
Distone	Reduces "Petrification" effect
Dislow	Reduces "Slow" effect
Disseal	Reduces "Seal" effect
Discurse	Reduces "Death Curse" effect
Dissick	Reduces "Debuff" effect
Disbard	Reduces damage from "Bird" enemies
Disinsect	Reduces damage from "Insect" enemies
Distick	Reduces damage from "Aquatic" enemies
Disrep	Reduces damage from "Reptile" enemies
Displan	Reduces damage from "Plant" enemies
Dispist	Reduces damage from "Beast" enemies
Disdragon	Reduces damage from "Dragon" enemies
Disdevil	Reduces damage from "Fiend" enemies
Dismachine	Reduces damage from "Machine" enemies
Disvioles	Reduces damage from "Violent Star" enemies
E Rayheal	Recovers HP when Eres Rise is active
E Rayrize	When E Resurfaces, CC increase
E Reyearts	When E Resurfaces, attack power up
E Rayburst	When E Resurfaces, magical attack power increase
E Ray Speed	When E Resurfaces, movement speed up
E Ray Recover	When Eres Raise is used, recover status abnormalities
E Reiraifu	When Eles Rise, recover from incapacitation

"Red Charge" becomes possible

CC (Chain Capacity)

When certain actions are taken during combat, the character's CC is consumed. The amount of CC consumed per action is determined for each action, and the reduced CC recovers up to the maximum through waiting or defending. The CC set for a character represents that maximum value; for example, if it is \"5~ 7\", the initial CC can only recover up to 5, but if the maximum is raised during combat, it can increase up to 7. Refer to page 28 for how the CC maximum increases or decreases. Also, a character's CC is mainly determined by the weapon they have equipped.

The number displayed below the character's face is CC. While you have many CC, you can perform actions consecutively, but when it reaches 0

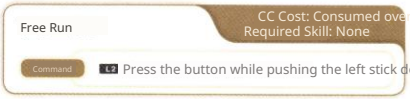
Move

When you push the left stick up or down, the character moves forward or backward relative to the targeted enemy. When attacking an enemy, use movement to approach the opponent until you are within the range of your techniques. Also, while holding the L2 button, use the left stick types of movement methods

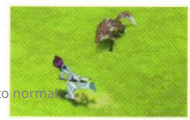
Defeating it allows you to run freely around the battlefield, not just forward and backward. In any case, movement is not very fast, so when stepping back to avoid an enemy attack, it is basic to use the Around Step explained on the right page.

●

When you tilt the left stick upward, the character moves forward toward enemies. When you tilt it downward, they move backward. Tilting the stick slightly makes them walk slowly; tilting it further makes them dash.

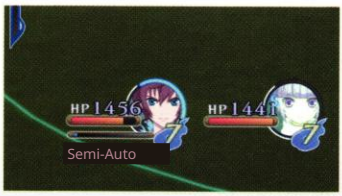


Regardless of the target's position, you can dash in the direction you input with the left stick. During freerun, CC decreases gradually, and when it reaches 0 the movement returns to normal.



Three types of control modes

There are three control modes during combat. By default, the character controlled by the player is set to "Semi-Auto," while other allies are set to "Auto." You can change control modes from the "Arts/Skills" menu screen, and for the controlled character you can also switch modes during combat by pressing the SELECT button. Note that changes made during combat only apply to that battle.



During combat, modes cycle in the order Semi-Auto → Manual → Auto. The control mode is displayed below the character's por

● Types of control modes

Semi-Auto

Basically, the player controls the character, but when an attack command is entered, the character will automatically approach the targeted enemy. It is less likely to miss, but the character tends to be vulnerable while the player themselves.

Manual

Obtaining the valuable "Manual Book" makes it selectable. This includes actions to close the distance to the target, and all actions must be carried out by the player themselves.

Auto

No player input is required; characters act automatically according to the pre-set strategy (→P34). Note that allies other than the currently controlled character will not act unless set to "Auto."

Around Step

Hold the ● button while moving the left stick, or flick the left stick in a direction, to make the character quickly move that way. This is called an around step, and depending on the movement direction it is classified as a "front step," "back step," or "side step." Use the three types of steps selectively to evade enemy attacks or to adjust the distance to a target.

Use it to make quick movements. Also, if you time a step to coincide with an enemy attack, a "responsive evasion" may occur. In that case, even if the attack lands you won't be staggered, you will only take 1 point of damage, and your CC will even recover. Read the explanation below and memorize which combinations of attacks and steps are likely to trigger a responsive evasion.

● 3 Types of Steps

Front step
CC Consumption:
Required Skill: None
Command: ● Button + Left Stick Up/ Flick the Left Stick Up

A quick forward stepping move useful for closing the distance to a target when attacking. Effective against ranged attacks such as projectiles; if timed correctly when stepping in, it can deflect incoming attacks.

Backstep
消費CC: 1
Required Skill: None
Command: ● Button + Left Stick Down/ Flick the Left Stick Down

By stepping back, you can quickly distance yourself from enemies. If you use a backstep to avoid sideways slashes or sweeping attacks, effects such as damage reduction and CC recovery are more likely to occur.

Sidestep
CC Consumption:
Required Skill: None
Command: ● Button + Left Stick Left/Right/ Flick the Left Stick Left or Right

Step to the side toward the target. If used repeatedly, you can circle around the enemy. It is effective against attacks where the weapon is swung downward vertically; with good timing you may take only 1 damage and al

Defense

While holding the ● button, the character adopts a defensive stance. In that state, being hit by an enemy will not stagger you, and you can reduce damage by 70%. If you keep holding the button, the defense level will change to Blue Defense, Green Defense, and Red Defense. Each state grants effects in addition to damage reduction. However, if you continue holding the button past Red Defense, the Critical Gauge (→P29) will decrease, and there is also a risk that enemy attacks will break your guard, so be careful.

● Third-stage Defense

Blue Defense
CC Cost: None
Required Skill: None
Command: Hold the button

The first state that occurs when continuing to defend: a blue light appears around the character and the critical gauge increases. This effect also exists after green defense, but the increase rate is highest for blue defense.

Green Defense
CC Cost: None
Required Skill: None
Command: Keep holding the button even after the blue defense activates

The second stage that occurs when continuing to defend after blue defense: the character is wrapped in a green light. Starting an attack from this state allows the character to finish spells/skills without flinching even when hit by enemy attacks.

Red Defense
CC Cost: None
Required Skill: None
Command: Continue holding the button even after green defense

The final stage of defense following green defense: the character is enveloped in a red light. Attacks after this gain a Guard Break (→P27) effect, and they also deal damage to guarded enemies and cause lar

Target switching

During combat, the player-controlled character always has one enemy as the attack target (target). While holding the R1 button and tilting the left stick left or right, you can switch targets. While holding R1, pressing the button displays the enemy book so you can check that enemy's information. Also, briefly pressing the R1 button once will automatically target the nearest enemy. Incidentally, when using spells on allies with the player-controlled character, you can also select the target using the R1 button and the left stick.

While holding the R1 button, time stops, so you can calmly select a target. It's also a good idea to check the enemy's weakness properties (→

Switching the controlled character

During battle, pressing a direction on the D-pad lets you instantly switch the controlled character. The characters in slots 1–4 on the menu screen correspond to Up, Left, Right, and Down on the D-pad respectively, so memorize your party's order in advance. Switching the controlled character this way also changes the control mode, but it will revert when the battle ends.

When you press a direction on the D-pad, a display like this appears on the screen. Check which d

Escape

If you want to flee from battle, move to the edge of the combat field and keep pushing the left stick outward. Doing so will display the "ESCAPE gauge," and when it fills completely you can escape. When you return to the map, enemy symbols may still remain, so leave the area immediately. Also, some battles—such as event battles—cannot be escaped.

If you are building up the "ESCAPE gauge" and are attacked, the gauge will decrease. Try to do this in a loca

Battle Menu

Pressing a button during battle brings up the battle menu. The menu has four entries and allows you to change techniques and equipment, or use healing items on allies. Also, while the battle menu is open, pressing a button or the R1 button lets you change the camera zoom and angle.

When you want to pause an attack and check the situation, open the battle menu. Check each member's HP and status, and then plan your next actions.

● Battle menu items

Techniques	Change the techniques/skills registered to the controlled character, and set the techniques/skills that allies will use during battle. You can also s
Items	Select a character and have them use an item. When an item is used, an "ITEM gauge" appears at the top left of the screen, and no further item
装備	You can check and change each character's equipment. Use this when you want to change equipment or tit
作戦	You can check and change the tactics set for each character. See page 34 for details.
Camera	While the battle menu is displayed, pressing the A button switches the camera's viewing range through four levels. Also, holding the ● button while moving the left stick up or down allows the came

Arts Skills and Burst Skills

Switch styles while fighting

There are two types of techniques and skills that characters use: "Arts skills" and "Burst skills." Arts skills are attack techniques activated by a combination of a button and the left stick; the damage they deal is determined by the character's attack parameter. They can perform up to four consecutive attack stages, but the specific skill available at each stage is fixed. In contrast, Burst skills are techniques and skills that can be executed using combinations of a button and the left stick. However, to use Burst skills in battle, you must first set the skills or techniques in the menu under "Skills/Arts." Also, the CC cost consumed by each Burst skill varies depending on the skill, and the damage dealt when attacking is determined by the character's magic attack power. Switching between Arts skills and Burst skills with the two buttons is called a "Style Shift," and the ability to freely switch styles according to the situation is a defining feature of this game's battles.

After progressing in the adventure so that Burst Skills become usable, you can check the Arts skills you learned and their combo routes un

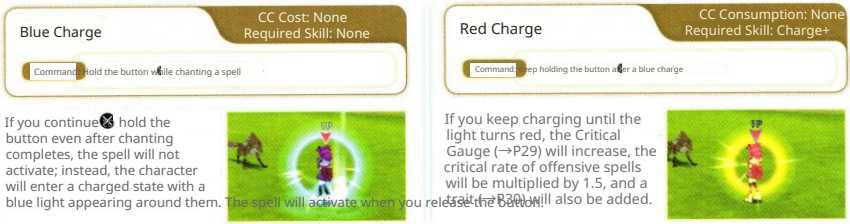
● Example) Flow of Asbel's Arts skills

Characteristics of Arts and Techniques

Burst techniques include "Techniques" that can be executed simultaneously with a button input and "Arts" that activate after a chant. The chanting time varies depending on the art, but generally the greater the power or effect, the longer the chant time. While chanting, other actions while chanting you enter a charged state and can delay the spell's activation until you rele

While chanting you cannot move, and the chant will be canceled if you are hit by an enemy, so try to cast spells as far away from enemies as possible. Also, if you keep holding the button while

● Charge of Spell Chanting


Blue Charge
CC Cost: None
Required Skill: None
Command: Hold the button while chanting a spell
Red Charge
CC Consumption: None
Required Skill: Charge+
Command: Keep holding the button after a blue charge

If you continue to hold the button even after chanting completes, the spell will not activate; instead, the character will enter a charged state with a blue light appearing around them. The spell will activate when you release the button.

If you keep charging until the light turns red, the Critical Gauge (→P29) will increase, the critical rate of offensive spells will be multiplied by 1.5, and a trait (→P30) will also be added.

Eleslize

Launch an offensive with Eles Rise

As you progress through the scenario, an "Eles Gauge" will appear on the left of the battle screen. During battle, fill this gauge and when it becomes full, "Eles Rise" activates. For a set time, all allies receive effects like those shown on the right, allowing them to relentlessly attack the enemy. There is also an enemy Eles Gauge; when the enemy fills theirs they gain the same effect with "Eles Break."

● Features of Eles Rise / Eles Break

- CC no longer decreases, and during the effect duration you can act indefinitely
- Will not flinch when hit by attacks
- Damage taken is reduced by 25%
- Can activate a Secret/Ultimate Technique

● Flow of Eles Rise / Eles Break activation

When the Eles Gauge fills 000000・・

Of the Eles Gauge, the light-blue portion that extends upward belongs to the allies, and the red portion that extends downward belongs to the enemy. The Eles Gauge accumulates through various actions during battle. The mechanism is explained below.

Eles Rise / Eles Break activation Eles Rise activates when the allies' gauge becomes full. While the effect continues, keep attacking without pause to deal damage to the enemy. Conversely, if the enemy activates "Eles Break," keep retreating until the effect wears off.

How to increase the Eles Gauge

Actions that increase the Ares Gauge are summarized on the right. It accumulates more easily by stepping or defending to block an opponent's attack than by attacking. However, if the enemy does not trigger Ares Break and an ally's Ares Rise keeps activating, the gauge increase from the same actions becomes smaller. Also, when encountering enemies, if you touch an enemy symbol from behind, the ally's Ares Gauge starts the battle slightly increased. Conversely, if an enemy symbol touches you from behind, the enemy's Ares Gauge will increase.

● Actions that increase the Ares Gauge

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- Trigger a reactive dodge (→P21)
- Defend
- A dodge occurs (→P27)
- Deal damage to an opponent
- Receive damage

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Ares Gauge Levels

Although not visible during the game, the Ares Gauge has levels. It starts at Level 0 and levels up when Ares Rise is activated. Levels carry over to the next battle; if the enemy is not allowed to perform Ares Break and Ares Rise is repeatedly activated, the level rises and the duration of Ares Rise becomes longer. The same applies to enemies. The level cap varies by battle rank, and if the opponent triggers Ares Rise (Ares Break) during the process, the level resets to 0.

● Characteristics of Ares Gauge Levels

Level	If time	Notes
1	7 seconds	Combat rank "Simple" is up to level 1
2	10 seconds–	
3	13 seconds	Combat ranks "Normal" and "Second" are up to level 3
4	16 seconds	Combat ranks "Hard" and "Evil" are up to level 4
5	19 seconds	Combat rank "Chaos" is up to level 5

Aim for massive damage with secret arts

Each character learns, in addition to normal spells and techniques, Level 1–4 "Secret Arts." Of these, Levels 1–3 Secret Arts can only be used during Elesraise; they are activated after landing an attack on an enemy by pressing the L1 button or by long-pressing a button combination. Which level of Secret Art is triggered is determined by the Secret Art gauge level displayed during Elesraise. Fill the gauge by attacking enemies; if the level reaches 2 or higher, a Secret Art of that same level will be unleashed. See the next page for the activation conditions of Level 4 Secret Arts.

Secret Arts can also be learned through title skills. They are far more powerful than normal spells or techniques, dealing massive damage to the

● Flow for activating Secret Arts of Level 2 or higher

Activate Elesraise → **Build the Secret Art gauge** → **Press and hold the button while pairing**

The Secret Art gauge and its level are shown on the left side of the screen. Both the gauge amount and the level carry over from the end of the previous Elesraise, but if the previous one ended at Level 0, you start from Level 1.

Attacking enemies during Elesraise fills the Secret Art gauge; when the gauge is full, the level increases by 1. Chaining attacks makes the gauge fill more easily. See the explanation below for details.

After landing an attack, press the L1 button, or long-press the ● button and another button to activate a Secret Art. A gauge equal to that Secret Art's level will be consumed. Note that while a Secret Art is active, the duration of Eres Rise does not decrease

To charge the Secret Art gauge

The Secret Art gauge fills by attacking enemies while Eres Rise is active. During that time, chaining attacks into combos (→P30) to increase hit count raises the amount the gauge increases. Additionally, the more times you have used a particular spell or skill in attacks (usage count), the greater the gauge increase per hit. If you aim for a Secret Art of level 2 or higher, do not activate the Secret Art immediately upon entering Eres Rise; instead, build the Secret Art gauge to raise its level. In that case, prevent allies from using Secret Arts by disabling them via "Spells/Skills" (→P34).

Because the duration of Eres Rise is short, it is difficult to raise the Secret Art gauge in a single activation. Repeatedly activate Eres Rise to bu

Another way to activate a Secret Art

If you learn a skill that has the same name as a Secret Art and carries a special activation condition, you will be able to activate the Secret Art even when not in Elesraize. Such skills are provided for each Secret Art, and as shown in the table on the right, the activation conditions are the same for each Secret Art level. While chaining attacks to reach a hit count of 25 or more, hold the L1 button or the + button during an ongoing combo to activate.

● How to activate a Secret Art during a link

Inner level	Activation conditions
Level 1	During a link with 25–49 hits, activate by pressing the button or the + button
Level 2	During a link with 50–74 hits, activate by pressing the button or the + button
Level 3	During a link with 75 or more hits, activate by pressing the button or the + button

Accel Mode

Unleash Abilities with Accel Mode

Accel Mode is a combat system added in the "Lineage to the Future" chapter. Characters who learn the skill "Accel" through certain titles will have an "Accel Gauge" displayed during battle. The gauge will be shown, and when it is filled to more than half, Accel Mode can be activated. Accel Mode grants many effects: it restores HP and cures status ailments, and immediately after activation the user becomes invincible, making it a valuable means of escaping life-or-death situations. For character-specific special abilities, please refer to the "Character Data" from page 36 onward. Whether party members other than the player-controlled character use Accel Mode can be set in the "Accel" option added to Tactics (→P34).

● Effects of Accel Mode

- The character's unique special ability activates
- Recovers 20–40% of HP
  - CC is fully restored
  - Status ailments are cured
- Deals damage to nearby enemies upon activation
- Negates enemy attacks for about 1 second after activation
- If there are enemies in the staggered state upon activation, their stagger duration is extended by about 0.5 seconds

Can use a level-4 Accel Mystic Arte when the Accel Gauge is at 100%

● Flow of Activating Accel Mode

Fill the Accel Gauge to 50% or more The Accel Gauge increases over time during battle. It takes about 30 seconds to fill from 0 to 50%, and about another 60 seconds to reach full from there. Any gauge accumulated at the end of a battle carries over to the next battle.

Activate Accel Mode with R2 Press the R2 button when the Accel Gauge is at least half full to activate Accel Mode. The effect continues until the gradually decreasing gauge runs out, but even with the same starting gauge amount, the duration of the effect varies by character.

Trigger an Accel Mystic Arte

An “Accel Mystic Arte” is a level-4 Mystic Arte learned in the “Lineage to the Future” storyline. This Mystic Arte can only be used if you enter Accel Mode with the Accel Gauge at 100%. Like level 1–3 Mystic Artes, it can be triggered after hitting an enemy by pressing the L1 button, or by holding the button down. Note that if performed during a combo, it can still be activated even after Accel Mode has ended. The effect of an Accel Mystic Arte varies by character, but its base power upon learning is 2500 for all characters. Each time it is used, its power increases by 10, and it can be raised up to a maximum of 4500. Also, if you set “Accel” to “Activate at 100%” in Tactics (→P34), party members other than the controllable character will also use Accel Mystic Artes.

Titles that grant an Accel Mystic Arte are all obtained through sub-events in the “Lineage to the Future” storyline. Be sure to acquire them and us

● Power of Axel's Secret Technique

Power = 2500 + (Number of uses - 1) × 10
※The upper limit is 4500

Reaction When Attacked

Know the types of reactions and how to respond

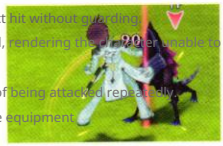
When a character is attacked by an enemy, in addition to taking damage, they can display various reactions such as losing their stance, being knocked far away and collapsing. Those reactions are mainly determined by the character's state and the type of the enemy attack. Reactions like staggering, being downed, or being stunned can leave the character in continued danger, so enemy attacks...

Try to avoid it as much as possible with guarding or stepping so you don't fall into such a situation. Also, there are reactions that can be advantageous to you, such as evasion or counterattacks; check the activation conditions below. Note that reactions other than counterattacks can also occur when an enemy receives our attacks.

● Types of reactions

Stagger

Occurs when you take a direct hit without guarding. The body is thrown backward, rendering the character incapable to act for a brief moment. and therefore may be at risk of being attacked repeatedly. This can be prevented by title equipment effects or steel body, etc.



Copper Body

Characters with a steel body will have their bodies flashing yellow. They do not flinch when hit. This is applied by skill effects, etc. If two are applied, they take effect twice.

Float / Knockback

Depending on the type of attack, the body may float or be knocked away. Both lead to a subsequent down, prolonging the danger. Lighter characters float higher and are thrown farther.

● Character Weight

Sophy	Asbel	Malik
Asbel (Childhood)	Hubert	
Hubert (Childhood)	Cheria	
Richard (Childhood)	Richard	
	Pascal	

Down

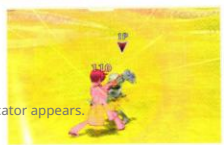
When knocked back or hit by an attack that causes a down effect, the character falls to the ground and becomes unable to act for a short time. While down, they can still be attacked, but damage taken in that state is 75% of normal.

Stun

Occurs when receiving a critical hit mentioned on the next page. You lose consciousness and cannot act for a short time. After recovery, you will not be stunned by critical hits for 10 seconds.

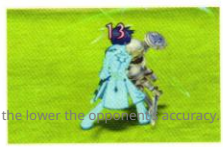
Guard Break

A state in which defense is broken by a guard-break attack, causing a large stagger. Some arts/skills and critical hits have this effect. When an enemy performs a guard-break attack, a "!" indicator appears.



Evasion

When hit, there is a certain chance to trigger an evasion effect that prevents staggering and reduces damage by 70%. It is more likely to occur the higher your evasion rate and the lower the opponent's accuracy.



Counterattack

An action triggered by equipment title effects, such as Asbel's "Pride of Setsuga." When damaged, you can counter by pressing or long-pressing a button consuming CC to retaliate.

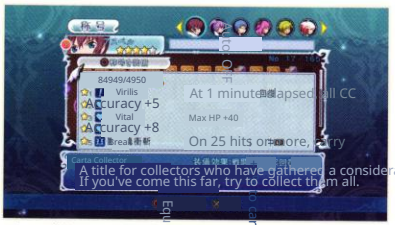
Cancellation

If you and an enemy attack at the same timing, a cancellation may occur and both parties may take no damage. A clashing-sword sound signals that a cancellation has occurred.

CC Recovery and Increase

Learn methods to recover CC

Because performing consecutive attacks consumes a lot of CC, when your CC maximum is low you will soon be unable to act. Consumed CC can be recovered by waiting or defending, or by actions like those shown on the right. In battle, use defense or steps between attacks to both evade enemy counterattacks and recover CC while fighting.


84949/4950
Virilis
Accuracy +5
Vital
Accuracy +8
At 1 minute elapsed, all CC
Max HP +40
On 25 hits or more, try
A title for collectors who have gathered a considerable number of magic crystals.
If you've come this far, try to collect them all.

Special effects such as the skill "Vilis" and "Reforce" (→P172) also have CC recovery effects. They are useful for characters that consume a lot of CC.

● Actions that recover CC

CC Recov	Actio
1	Defend, or wait without moving. First recover 1 CC in about 0.05 and thereafter the interval to recover 1 CC increases by 0.02 sec
1	After stepping, activate an Arts skill
3~8	Succeed in step-based evasion (→P21). Initially, CC recovers by 3 and if you continue to succeed consecutively, the CC recovery ar increases by 1 each time.
4 or more (random)	Hit a stunned enemy with an Arts skill. The amount healed is ran and also varies depending on the battle rank. Simple: 4–7 / Normal: 4–8 / Second: 4–9 / Hard: 4–10 / Evil: 4–11 / Chaos: 4–12
5 or more	Against enemies with multiple Weakness Traits (→P30), if you hit all weaknesses in a chain, CC recovers by "number of weaknesses × 2 + 1". However, only the c

Increase the maximum CC

CC has a maximum recoverable amount, and that value can increase or decrease during battle. For example, if CC is "6~9", the CC at the start of battle is 6, and the maximum recoverable amount is also 6. By performing actions such as attacking enemies to fill the Critical Gauge, when the gauge becomes full the maximum increases to 7. Repeating this can ultimately raise it to 9. Conversely, when you receive enemy attacks the Critical Gauge decreases, and if it falls to 0 or below the CC maximum will drop by 1. Note that attacks that change the CC maximum will be critical hits regardless of whether they come from enemies or allies.

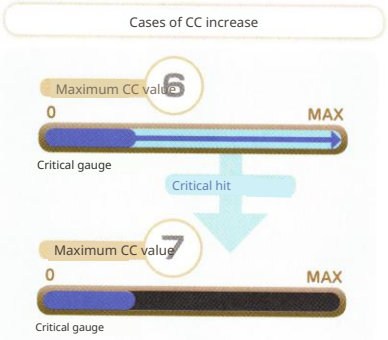
● Actions that increase the CC maximum

Filling the Critical Gauge During battle, fill the Critical Gauge displayed under HP; when it becomes full, the CC maximum increases by 1. The actions that raise or lower the gauge are listed in

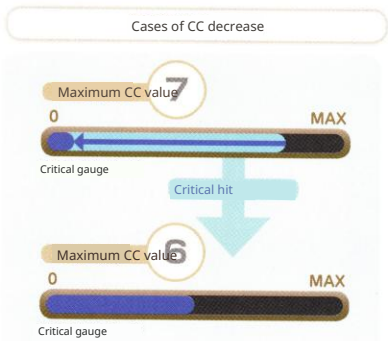
Encountering an enemy from behind

If you make contact with an enemy symbol from behind when encountering it, the battle begins with the CC maximum increased by +1. This is something you want to aim for on larg

● Mechanism of CC Increases and Decreases



The critical gauge starts slightly filled. The gauge increases through actions such as landing attacks on enemies, and when it becomes full a critical hit occurs. The CC maximum value increases by 1.



When hit by an enemy attack, the critical gauge decreases. If the gauge reaches 0, that attack becomes a critical hit and the CC maximum value decreases by 1. The gauge will then be about half fill

Know the conditions that increase or decrease the Critical Gauge

At the start of battle, the Critical Gauge is partially filled, and it then increases or decreases depending on the actions taken by characters. Generally, the gauge increases when you attack enemies and decreases when you are attacked, but there are many other actions that affect the gauge, so let's confirm them here. The amount the gauge changes varies by action; the higher the parameters for Defense, Magic Defense, Accuracy, and Evasion, the easier it is for the gauge to fill, and the lower they are, the more easily it decreases. Also, as a battle drags on or the number of critical hits increases, the gauge becomes harder to fill.

In event battles against enemies with high HP, build the gauge even with actions othe
By quickly increasing the maximum value of CC, you can fight more advantageously.

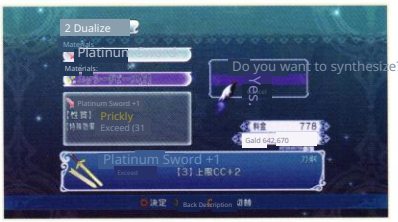
● Actions that change the Critical Gauge

Increase/Decrease Types		Increase/Decrease Grab	
Increase (Large)	Receiving an enemy critical hit	Decrease (Large)	Use the same art/technique consecutively
	Hitting with a red-charged spell (※1)	Decrease (Medium)	Take damage from an enemy attack
Increase (Medium)	Entering a red-charge state by spell chanting		Maintain red defense status
	Perform a counter dodge (→P21)		Recover with an item (※2)
	Apply blue defense		Receive a healing spell
	Land an attack on the enemy (※1)		Become afflicted with a status ailment
	Cast a healing spell on an ally	Decrease (small)	Perform a non-front step (only on the 1st time)
Increase (small)	Can be targeted with spells that raise status		Guard against an enemy attack (including spells)
	Defend against green		
	Defend against red		
	Land a critical hit on an enemy		
	Perform a front step (only on the 1st time)		
	Attack an enemy who is down		

※1…The higher the "Critical Rate" set for an attack, the more likely it is to increase
※2…… Even if an ally uses an item, the gauge of the recovered character will decrease.

Increase the lower and upper limits of CC

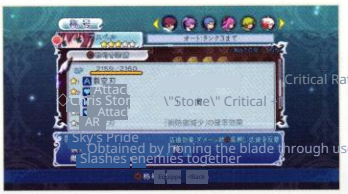
A character's CC does not grow by leveling up; the value is basically determined by the weapon equipped. Higher-performance weapons yield larger CC values, so you should regularly replace the weapons of your main party members to raise their CC. Another option is to use skills or special effects that increase CC (→P172). To raise the minimum CC, learn the "Rise" skill; to extend the maximum CC, learn the "Exceed" skill or equip weapons or gems that have the same-named special effect.



By using Dualize, you can add “Rise” or “Exceed” to equipment and further enhance their effects. See page 160 onward for details.

Increase the rate of Critical Gauge growth

The higher the critical rate of a technique or skill, the greater the increase in the critical gauge when an attack lands. This principle does not change even if the critical rate is raised by titles or skills. Equipping a title that grants effects such as "Critical Rate +15%" or learning skills like "Cure Poison" (Kuripoison) or "CriMaxima" (Kurimakishima) will make the gauge fill more easily accordingly.



Skills with \"Kuri\" in their name are effective only when used against certain opponents. Learn as many types as possible to cov

Damage and Combos

Exploit weaknesses to deal heavy damage

Every enemy belongs to one of 15 races such as \"Beast\" or \"Human\"

Each enemy belongs to one of 15 races, such as \"Beast\" or \"Human,\" and most enemies also have weaknesses to specific attack attributes or status ailments (→P32). These are that enemy's weakness traits; when attacked with arts or skills that have the same trait (effective trait), they take 1.2 times the normal damage. Weakness traits of enemies you have fought can be checked in the Enemy Book and are also shown when switching targets during battle (→P22). In addition, effective traits attached to attacks can be examined with \"Arts/Skills.\"

An enemy can have up to six weakness traits. The basic tactic is to switch spells and techniques accordingly and deal damage with attacks that

● Overview of Traits

● Race

The primary category to which all enemies belong; there are 15 types. Some enemies belong to more than one race.

Unknown, Beast, Bird, Shop Plant, Insect, Aquatic, Reptile, Amorphous, Dragonkin, Human, Spirit, Inorganic, Fiend, Machine, Ruinous Star

● Attack Attribute

Characteristic that indicates the type of attack. Some weapons used for attacking, as well as certain arts or techniques, may have no attack attribute characteristic. When an attack with a matching effective characteristic hits the same weakness

Slash, Blunt, Ranged, Impact, Flying

● Status Ailment

Nine types of status ailments that can be attached to arts, techniques, or enemies as characteristics. When an attack with a matching effective characteristic hits the same weakness

Severe Poison, Paralysis, Freeze, Burn, Petrification & Slow, X Seals, Cursed Kill, DeBuff

Aim for continuous damage with combos

Strike an enemy and, when they are staggered or stunned and left defenseless, follow up. The technique of chaining attacks so they keep landing consecutively is called a combo. When a combo connects, you can attack unilaterally without fear of being counterattacked. In addition, increasing the maximum hit count brings benefits such as higher bonus SP (→P35) and increased grade (→P180) earned at the end of battle. Because a combo will break if there is a long interval between attacks, it is important not to launch moves that send the enemy flying or cause them to fall, but instead to quickly link spells and techniques that activate rapidly.

The maximum hit count shown at the top right of the screen adds together the attacks from all allies. Set the tactic (→P34) to "Follow the Lead

Break the barrier of enemies of the "Violent Star" race

Enemies whose weakness trait is the "Violent Star" race may use a "Violent Star Barrier" on themselves. While the barrier is active, any attack will only deal 1 damage, so first attack with spells or techniques that have an effective property against "Violent Star" to break the barrier. As the scenario progresses, more enemies of the "Violent Star" race will appear, so you'll want to include party members who have the corresponding spells or techniques.

After an enemy performs an action like psyching themselves up and starts glowing red, it means they have erected a Violen

Further damage increase through Weakness Link

When you attack with a magic/skill that has an effective trait, if the enemy has a weak trait the damage is multiplied by 1.2. From there, if you chain a combo, not only will subsequent attacks not be evaded, but every following attack will deal 1.2× damage. This is called a "Weakness Link," and the effect continues until the enemy recovers from flinch or 3 seconds pass.

The effect continues until recovery from flinch or 3 seconds elapse. Moreover, if the enemy has multiple weak traits, each time you hit with another effective trait during a Weakness Link, damage increases and the Weakness Link duration is extended. Also, the damage multiplier when hitting with an effective trait becomes larger the higher your combat rank is.

● Weakness Link Flow

Apply a Weak Trait

When you hit with an attack that has an effective trait, "Weak Hit" and the hit count for the weak trait, along with the damage multiplier, are displayed at the top right of the screen. If you do not attack with another effective trait before the effect ends, it will revert to showing the normal damage multiplier can be attacked.

Apply a Different Weak Trait

If you hit with another effective trait before the enemy recovers from flinch or 3 seconds pass, the damage multiplier increases and the effect duration is extended. If the effect ends, it will revert to showing the normal damage multiplier can be attacked.

How to Calculate Damage

The amount of damage dealt to an enemy by an attack is determined by various factors in addition to Attack and Magic Attack. The formula is shown below. Basically, higher power of the used skill/technique results in greater damage: Arts skills use Attack, Burst skills use Magic Attack, and Mystic Arts use both.

Increasing these further will increase damage even more. Consider whether a character primarily attacks with Arts or Burst skills when strengthening them. Also, incoming damage from enemies can be reduced by improving Defense or Magic Defense, and damage is further mitigated by guarding.

● Damage Calculation Formula

Damage =

Attacker's Attack × Attacker's Level × Skill/Technique Power + Hit Count ÷ Defender's Defense + 25 × Damage Modifier × Skill Modifier

Attacker's Attack: For Arts skills this is Attack; for Burst skills this is Magic Attack. For Mystic Arts it is Attack + Magic Attack. Skill/Technique Power: the power value assigned to that skill/technique. See page 38 and onward. Hit Count: the maximum number of hits for that skill/technique. See page 38 and onward.

Defender's Defense: For Arts skills this is Defense; for Burst skills this is Magic Defense. For Mystic Arts it is Defense + Magic Defense. Damage Modifier: refer to the table below

Skill modifier: If a learned skill increases the damage of that technique or reduces damage received from an opponent, substitute that value here.

● Damage modifier

Action	Modifier value	Notes
The defender defends	× 0.3	The skill "Prebend" can lower the modifier value by up to ×0.15
The defender performs an evasion	× 0.3	–
During Sophie's burst skill "Libera Charge" effect,	× 0.5	–
the defender is downed	× 0.75	–
The attack targets a weakness trait	× 1.2	The modifier can be increased up to ×1.6 by title special effects. Also, through vulnerability linkage, the modifier can be increased up to ×2.0
Attack is a critical hit	× 2.0	The skill "Critical" can raise the modifier up to ×3.0

Status Ailments and Attribute Changes

Loss of combat power due to status ailments

In battle, when a character receives a special attack from an enemy, allied characters may become afflicted with status ailments. These status ailments are all disadvantageous to us; each will naturally recover after a certain amount of time passes or when the battle ends. However, in fights against powerful enemies you cannot afford to be complacent. Before it's too late, use spells or items to recover quickly. Also, cooking, skills, and special effects (→P172) can prevent status ailments in advance or mitigate their effects, so they are worth using. See the table below for recovery methods for each status ailment.

Consider what to do when characters with recovery abilities become afflicted by status ailments or incapacitated, and keep multiple "Panace

● Status Ailment Route

Types	Effect	Recovery and prevention methods			
		Arts/Techniques (Healing)	Cooked dishes (Healing/Special effects)	Skills/Special effects (Mitigation)	Effective against all status ailment
Potent Poison	Damage increases every 0.5 seconds	Antidote (Hubert, Richard)	Pickled plum rice ball Plum ochazuke	Decision	
Paralysis	May be staggered while moving or attacking	Antidote (Hubert, Richard)	Apple pie Apple compote	Disparai	
Frozen	Unable to act, and damage taken is increased during that time. Each time you are hit, the effect duration is shortened	Remedy (Shelia)	Vongole Clam Miso Soup	Dislees	[Consumable Items] Banashī Bottle (Recovery) Liqueur Bottle (Prevention)
Burn	When attacked, the staggering duration becomes longer. Also, while burned, recovery skills and items become ineffective.	Antidote (Hubert, Richard)	Stuffed Cabbage Roll Twice-Cooked Pork Pot-au-feu	Divine	[Arts/Techniques] Ataraxia (Sophie/Healing · Prevention) Recover (Shelia/Healing)
Petrification	Becomes unable to act, and received damage increases. Furthermore, each time attacked the effect duration is extended.	Remedy (Shelia)	Banana Pie Choco Banana	Distone	[Cooking] Mapo-nasu (Healing · Prevention)
Slowed	Movement speed decreases and you can no longer perform Steps. Additionally, crowd control (CC) recovery speed is halved.	Remedy (Shelia)	Sandwich Seafood Salad	Disallow	[Skill Special Effects] Vir Recovery (Heal) Rei Recovery (Heal)
Sealed	Arts techniques and Burst techniques become unusable	Remedy (Shelia)	Beach Buy Peach Compote	Disseal	
Cursed	When stationary, 25% chance to take heavy damage. Will be downed for 1.5 seconds. Can also be incapacitated in HPO		Sea bream Chazuke	Discurse	
Debuff	All six parameters are reduced. However, they will not fall below 50%.	Antidote (Hubert, Richard)	Pumpkin pie Pumpkin pudding	Dis-sick	

How to inflict status ailments on enemies

When a spell/skill with an effective status property hits, if the enemy has that same property as a weakness, there is a certain probability that the status ailment will be inflicted on the target. There are also special effects that add effective status properties to attacks—such as "Poison" or "Paralyze" (see →P172)—and equipping items with such special effects can also inflict status ailments on enemies. Only the first strike of a spell or skill can cause a status ailment. For special effects, only the first attack of an Arts technique can apply the effect, and the higher the rank of that special effect, the higher the probability.

An enemy afflicted by a status ailment changes color. Which status ailment is present can be checked in the enemy information displayed wh

Recognizing parameter changes

Parameter changes refer to temporary increases or decreases in parameters during battle caused by spells/skills and other effects. Parameter-affecting changes occur for both enemies and allies, but "Enhancement Link" is unique to enemies. "Sacred Garb+" is an effect applied only to allies by Sheria's spell "Holy Veil." All parameter changes disappear over time or at the end of battle and cannot be recovered with spells or items like status ailments can. If your parameters are lowered, either endure until the effect ends or defeat the enemy to end the battle. Note that many cooked items provide parameter boosts, and using a single item can apply the effect to the entire party.

When a stat change occurs to an ally, only an icon indicating an increase or decrease is displayed. If you open the battle menu, you can see which

● Ability Changes One Path

Types	Display	Effect
Attack Power Change	Increase	Attack power increases or decreases for a certain period of time
Magic Attack Power Change	Increase	Magic attack power increases or decreases for a certain period of time
Defense Power Change	Decrease	Defense power increases or decreases for a certain period of time
Magic Defense Change	Decrease	Magic defense increases or decreases for a certain period of time
Accuracy Change	Increase	Hit rate increases or decreases for a certain period
Evasion Rate Change	Increase	Evasion rate increases or decreases for a certain period
Abnormality Prevention	Increase	Prevents all abnormal statuses
Holy Cloth+	None	Reduces damage from enemies of the "Dragon" or "Demon" races by 25 %
Enhancement link	None	Status changes that occur only on enemies. If certain enemies are participating in the battle together, those enemies' abilities increase

● Methods to raise parameters during battle

Attack Up
- Techniques / Skills: Assault Sign (Pascal)
- Cooked dishes: Carbonara, Meat Sauce, Yakisoba
- Skill: Rei Arts

Magic attack power up
- Techniques / Skills: Assault Sign (Sophie)
- Cooked dishes: Baked Potato, Croquette, Beef croquette, Crab cream croquette, Pork and potato stew, Beef and potato stew
- Skill: Ray Burst

Defense Up
- Techniques / Skills: Assault Sign (Pascal)
- Cooked dishes: Salmon Rice Ball, Salmon Chazuke, Seafood Oyako-don, Salmon Pie

Magic Defense Up
- Cooked dishes: Choco Pie, Truffle, Choco Banana, Choco Pudding

Accuracy up
- Arts / Techniques: (Amelia)

Circulation rate up
- Techniques / Skills: (Amelia)

Get out of a tight spot

During battle, when you take damage from enemy attacks and your HP decreases, you may become “Near Death” or “Incapacitated. ” Near Death is a state with very little HP remaining — aside from the HP gauge flashing, there are no other effects. Incapacitated, on the other hand, prevents all actions and will not recover even after the battle ends. If all participating party members become incapacitated during a battle, it results in a game over, so use arts or items to revive them before that happens. Incidentally, there are skills and special effects such as “Fi Damage” and “Fi Spell” that activate when a character is in the Near Death state.

When you get a game over, you usually reload your save data to continue, but for certain event battles you can retry the battle using “Retry.”

● Status when HP is reduced

Near Death

A state in which HP is at or below 25% of the maximum and HP is shown in red. Actions are not specifically restricted, but use items or arts to recover before taking follow-up hits that would render you incapacitated.

Incapacitated

A state in which HP has reached 0 and the character cannot act. You can recover by using consumable items such as a “Life Bottle” or “Elixir,” or by touching a save point on the map to revive.

Set tactics in Operations

In the "Operations" menu, you can set allies' behavior policies during battle.

You can set them, and characters whose control mode is "Auto" will act according to those settings. Tactics should be given to match each character's abilities so their strengths are utilized. For example, for "Attack Frequency," front-line fighters like Asbel and Sophie should be set to "Prioritize Attacks," while the healer Cheria should be set to "Prioritize Counterattacks." Also, when there are many enemies, it is effective to change the "Default Tactic" to "Reduce Enemy Numbers," or otherwise adjust tactics according to the opponent and battle situation.

All allies who can use healing arts should not forget to set the "healing percentage." For Sophy and Hubert, since you may want them to join

● Operation One-Way

Operation name	Details
Basic strategy	I leave it to you — Perform the actions assigned to each character (see table below)
	Target nearby enemies — Targeting the closest enemy
	Follow the leader — Target the enemy that the controlled character is targeting
	Become an ally's shield — Fight near allies who have low HP
	Target dangerous enemies — Prioritize targeting higher-level enemies
	Reduce the number of enemies — Focus on weaknesses and target enemies with low HP
	Target many enemies — Attack concentrated spots to involve many enemies
	Prevent them from using arts — Prioritize enemies who use spells to interrupt casting
	Attack dispersedly — Target enemies different from the player-controlled character's target
	Aim for the enemies in the back — Target the enemy farthest from the player character
Balanced attack methods	A-only technique — Fights using only Arts techniques
	Focus on A techniques — Increases the frequency of using Arts techniques
	Focus on B technique — The frequency of using Burst techniques increases
	B Technique Only — Fight using only Burst Techniques

※ Added when you learn the skill "Accel" in the "Lineage to the Future" chapter

Types	Strategy name	Details
Attack Frequency	Do not attack	Does not attack at all
	Prioritize counterattacks	Actively counterattack when attacked by enemies
	Prioritize attacks	Attack at a moderate frequency
	Full-force attack	Fight with an emphasis on offense
Recovery proportion	All-out	Just attack no matter what
	Frequent	Defend or heal when HP is below 100%
	Moderately	Defend or heal when HP is below 75%
	Sparingly	Defend or heal when HP is below 50%
Accel (386)	Activate 100%	Defend or heal when HP is below 25%
	Activate when in danger	Does not restore HP. However, it does recover status ailmen
	Activate immediately	Activate when the Accel Gauge is 50% or higher and HP drops to the same percentage set in "Recove
	Do not use	Activate when the Accel Gauge reaches 100%
		Activate only when HP is below 25%
		Activate immediately when the Accel Gauge exceeds 50%
		Do not activate Accel Mode

● ■ Contents of "I'll Leave It to You"

Character	Action content	Character	Action content
Asbel (childhood)	Same as "Aim at nearby enemies"	Hubert	Same as "Aim at nearby enemies"
Sophie (Childhood, Youth)	Same as "Aim at distant enemies"	Sheria	Same as "Reduce the number of enemies"
Hubert (childhood)	Same as "Fight dispersed"	Richard	Same as "Aim at dangerous enemies"
Richard (childhood)	Same as "Aim at dangerous enemies"	Malik	Same as "Prevent casting spells"
Asbel	Same as "Aim at nearby enemies"	Pascal	Randomly target an enemy

Set the spells/skills to use

In the menu under "Arts/Techniques," if you select an ally whose combat mode is set to "Auto," you can configure for each learned art or technique whether it may be used during battle. By default all arts and techniques are enabled, but except for the four Arts techniques that activate without any left-stick input, you can toggle them on and off with buttons. This is useful when you want to restrict attacks to match an enemy's weakness traits or when you want to increase the count of a particular art or technique. You can also change these settings during combat.

Characters set to "Auto" fight using only enabled skills. With skill usage settings and tactics, you can finely control allies' actions during battle.

Battle Rewards

Check rewards on the battle results screen

When an enemy group is annihilated, that battle is a victory. Battle resu

The screen switches to the results display, where you can check rewards earned from defeating enemies and the time spent in battle. As explained below, the amounts of EXP and SP gained are determined by the levels of allies and enemies and are distributed even to members who did not participate in the battle. In addition, a "bonus SP" is added to SP; this value increases the more maximum hit counts there are and the higher the battle rank. Allies who are incapacitated cannot receive these gains, so you should revive them during battle if possible so that everyone receives rewards. Also, if you have newly acquired a title or learned a skill through SP gain, that information will be shown on the battle results screen.

Raising the battle rank to increase enemy levels will also increase rewards. In addition, skills, cooking, and grimoires can increase the amount

● Information displayed on the battle screen

Exp	The experience points gained per person in that battle. Members who did not participate in the battle receive 60% of this value. Members who ended the battle incapacitated receive nothing. Compare the "average level of participating members" with the "highest level of enemies fought"; the higher the members' average level, the less experience is g
Gald	Gald earned in that battle
SP	SP per person and bonus SP earned in that battle. Members who did not participate in the battle receive 80% of this amount. Members who ended the battle incapacitated receive nothing. As with Exp, the greater the "average level of participating members" is compared to the highest level fought during that battle, those details will be displayed at

MaxHit	The maximum number of hits recorded in that battle
Time	Time spent in battle
Grimoire	At the end of battle, if the spellbook set in the Erespot activated, the name of that spellbook and the change in energy will be disp
Message	If items were obtained, titles or skills learned, or cooking was triggered during that battle, those details will be displayed at

Acquisition of Technical Bonus

During battle, meeting certain conditions triggers a "Technical Bonus," which increases one of the Exp, SP, or Gald obtained in that battle, or heals all allies' HP at the end of battle. There are five types of conditions; achieving any one of them grants the bonus. At the start of the next battle, the same type of condition appears at a higher difficulty as a Level 2 condition, and only if that is achieved will the bonus be granted. By continuously clearing conditions in this way, the condition level rises, and as the difficulty increases, the bonuses obtained increase proportionally.

If multiple conditions are met at the same time, the ones listed higher in the table b
Try changing your allies' tactics and challenge yourself to meet the conditions.

● Technical Bonus Data

Conditions	Condition Level 1	Condition Level 2/Increa	Condition Level 3	Condition Level 4/Increase	Condition Level 5/Incr
Defeat multiple enemies at the same time!	2 or more/+15%	2 or more/+30%	3 or more targets/+60%	3 or more targets/+120%	4 or more targets / +200%
Defeat the enemy with ○ or more hits!	10 or more hits/+10%	20 or more hits / +25%	30 or more hits/ +50%	40 or more hits / +70%	Over 60 hits / +100%
○ With at least this many links Defeat the enemy!	3 or more links / +10%	4 or more links / +20%	5 or more links / +30%	7 or more links / +40%	9 or more links / +50%
○ Within seconds Achieve victory!	Within 20 seconds / +10%	Within 15 seconds / +15%	Within 12 seconds / +30%	Within 10 seconds / +40%	Within 5 seconds / +50%
Achieve victory without taking damage!	Achieve once / +10%	Achieve 2 times in a row / +15%	Achieve 3 times in a row / +20%	Achieve 4 times in a row / +25%	Achieve 5 times in a row / +30%

Character data's

Includes numerous data on the seven characters who join the party and fight together, including those from their childhoods.
It analyzes their combat abilities and explains combat styles and training/development policies.
First, check here how to read the pages.

+ How to read the character data +

Childhood characters

Young/adult characters

Technique/Skill data

11 Technique Attack 12
Saijin Reiga
Saijin Reiga 13
14
15 Power 260 Hit Count 6 Critical 155 Casting Time
Sends out a psychic wave to strike and pull the target toward the user, then follows up with a we
Like "Whirling Wolf Fang", it registers many hits but the combo can break.

17 Enhancement 141 Fencer 147 Combo Hunter 166 Xiao Zhi's Soldier 5 103 Pride of Saijin 1/5 104 Soul of Saijin 1/5

Title Data

18 Rascal Kid 19
Acquisition Possessed from the Start 21
Effect Accuracy +4(8)%
22

1 ◆ Demon Sword / Damage +5%
3 ◆ Sealed Wing Charge / Damage +5%
5 Relihill / Recover HP on Evade +3%
2 Accuracy +3
4 Hit +5
MASTER! Required PSP

Character

❶ Character
Character's name, appearance, and traits

② Combat Type
Combat type derived from the kinds of spells/skills the character learns
Trends

③ Equipment
Types of weapons, armor, and unique gear that a character can equip

④ Ability Explanation
Derived from the arts/techniques and skills a character learns, features of their combat style, and trends in stat growth, this explains the character's overall combat capabilities. It also discusses the character's role in battle, effective combat methods, and育成 (training) advice. For childhood versions of characters, this section lists the linkage routes for Arts techniques.

⑤ Stat Growth Trends
Shows the growth trends for HP and each parameter with equipment and skills set to their initial states and excluding the effects of special level-up bonuses.

⑥ Arts Techniques and Burst Techniques
Explains the characteristics of the two combat styles. Recommends useful arts/techniques for each, and lists linkage routes for Arts techniques.

7 Combo Explanation
It explains advice and precautions for doing combos with that character, as well as the recommended combo sequences.

⑧ Recommended Combos
Describes the steps of recommended combos, the CC consumption of each skill/technique, and the total CC required for the entire combo

⑨ Axel Mode
For characters in adolescence only; explains Axel Mode's effects and characteristics, and how to use it effectively in combat

⑭ Effective Traits
Effective traits that are inherent to that spell/skill. Items listed after a "+" are additional traits added when triggered during a red charge. The types of traits are as follows

:Unknown	8 : Human	: Impact
2 Bird	: Spirit	: Flight
: Insect	: Inorganic	Deadly Poison
: Aquatic	: Fiend	: Paralysis
: Reptile	: Mechanical	: Freeze
: Plant	: Ruinous Star	: Burn
: Beast	: Slash	: Petrification
: Amorphous	: Strike	: Slowed
: Dragon	Shooting	

10. Technique Performance
The basic performance of the technique/skill
Power: A numeric value related to the damage dealt to enemies. The larger this value, the greater the damage dealt
Hit Count: The maximum number of hits when attacking with that technique/skill. It circumstances
Critical: A numeric value related to the rate at which the Critical Gauge increases. The this value, the more likely the Critical Gauge will increase when the technique/skill lands a hit
Casting Time: The basic casting time required to activate the technique.
10. Explanation
This explains the characteristics and uses of the technique/skill
1. Acquisition/Enhancement
Lists all skills that can be used to learn or enhance the technique/skill.
1 The title No.1 indicates the skill rank for that title

Technique/Skill Data

10. Technique/Skill Graphics
Photograph of the character when using arts/techniques

1. Type
Indicates the classification of the art/technique. The meanings are as follows
: Arts technique
: Burst technique
: Arts
抜 : Technique
Lv3 : Secret ultimate technique and its level (Lv1–3)
Secret art that activates under special, special conditions
Attack: Techniques/skills that deal damage to enemies
Recovery: Techniques/skills that restore HP or cure status ailments
Support: Techniques/skills that enhance allies' abilities

⑫ CC Cost
The CC consumed when using that technique/skill. "—" means no cost

⑬ Technique/skill name
Name of the technique/skill

Title Data

10. Title No.
The sequential number assigned to the title. They are arranged in the same order as on the "Title" screen in the menu, so you can use the checkbox on the left to check whether you have already ol

⑲ Title name
Title name

2 Type of title
Display the title type with an icon. See page 18 for icon meanings

④ Acquisition
Conditions for Obtaining the Title

㉒ Effect
Equipment effects gained when the title is equipped. The text in parentheses shows changes when that title is mastered.

㉓ Learnable Skills
The names and effects of skills that can be learned at each rank of the title. For skills that teach or enhance techniques, a "◆" mark is placed before the skill name. "MASTER! Required SP" is the total SP needed to learn all skills of that title and further master them. If you acquire half of this SP value, you will be able to learn all skills up to Rank 5.

Asbel (childhood)

Asbel

The swordsmanship that uses the whole small body is rough but shows natural talent. First, get used to combat with Asbel in childhood, whose abilities and actions are straightforward and unremarkable.

Weapons Sword

Armor X Plate

Innate None

Ability Explanation — Seize the initiative by switching between offense and defense

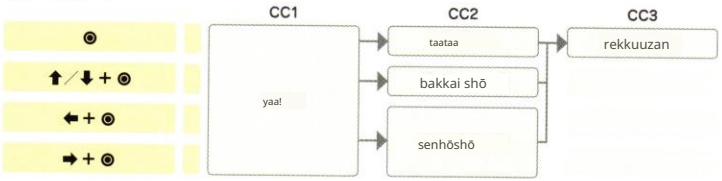
Among child characters whose role divisions are not particularly clear, Asbel is the type who charges into enemy lines to fight. His high accuracy makes his attacks less likely to be evaded, and his techniques have small openings, making it easier to deal with enemy counterattacks. However, his defense is relatively low, so it is important to alternate between offense and defense using Guard or Aroth. It requires left-stick input.

He starts with three offensive techniques, and by repeatedly pressing the button you can chain up to CC3. Childhood battles can be managed with that alone, but once you learn new techniques try to use them as much as possible and get used to combos that require left-stick input.

Once battle starts, close the distance to the enemy and link techniques beginning with "Yaah" for a preemptive strike. Evade counters with Step and recover CC.

The newly learned CC2 Artes are enhanced in power by skill effects. Use one of them during chains to deal greater damage.

▼ Artes Route



Use skills to increase HP and parameters

There are three types of titles that can be obtained during childhood. Rather than strengthening Asbel during childhood, you want to start the youth period with high abilities, so you should learn many skills that increase HP and parameters. For Asbel as an attacker, attack power is especially important, so raise the title "Oathbound Friend" to Rank 4. By the way, upon inheritance, the skills "bakkai shō" and "senhō shō" change their move types as shown on the right.

▼ Skills That Change When Reaching Adolescence

Asbel (Childhood) Arts/Techniques

技 Attack CC1

yaa!

Power 100 Hit Count 1 Critical 100 Casting Time

Depending on the input direction of the left stick, the attack changes between a downward slash, a thrust, or a sweep. Inputting right or left performs a sweeping attack

Learned Enhancement Learned from the beginning

High Attack CC2

taataa

Power 180 Hit Count 2 Critical 120 Casting Time

Swinging the weapon in a figure-eight pattern, it strikes enemies in front consecutively. Its reach is
but its movements are fast and leave little opening. On the second hit, it pushes the opponent sligh

習得 Enhancement Learned from the beginning

技 Attack CC3

rekkuuzan

Power 250 Hit Count 3 Critical 150 Casting Time

Leap forward and attack continuously while rotating vertically. Can only be activated if the CC maxi
; however, among childhood techniques it boasts the greatest power.

習得 Enhancement Learned from the beginning

技 Attack CC2

bakkai shō

Power 180 Hit Count 2 Critical 120 Casting Time

While spinning, wind up the weapon widely and slam it forcefully into the ground. Only when the n
range will the first strike hit.

Learn/Enh Rascal Kid 1 2 Lord's Eldest Son 3

技 | Attack CC2

senhōshō

Power 180 Hit Count 2 Critical 120 Casting Time

Spin and swing the weapon around, attacking and sweeping up surrounding enemies as well. Beca
, it results in moving to the opponent's flank. The rotation direction is the same even w ght inp

習得／強化 1 Rascal Kid 3 2 Lord's Eldest Son 1

Title of Asbel (Childhood)

1 "Mischievous Kid"

Obtained: Possessed from the start

Effect: Accuracy +4(8)%

★1 ◆Bakkai-shou / Damage +5%
★3 ◆Senpou-shou / Damage +5%
5 Parry Heal / Recover HP on evasion +3%

2 Accuracy +3
4 Accuracy +5
"MASTER! Required SP 900

2 Eldest Son of the Lord

取得 Obtained at No.008 (→P192)

Effect Evasion +4(→8)%

1 ◆Senpou-shou / Damage +5%
3 Bakkai-shou / Damage +5%
5 Stun / When Arts first hit an enemy that is incapacitated, CC Recovery +1

2 Evasion +3
★4 Evasion +5
"MASTER! Required SP 1200

3 Oath Companions

Acquisition Acquired at No.012 (→

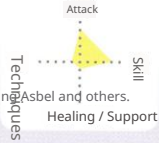
Effect Attack Power +4(→8)%

1 Cmax / Critical Rate +1 against the enemy with the highest HP
3 Prebend / Damage Reduction While Defending +3%
5 Vital / Max HP +40

2 Attack +3
4 Attack +5
"MASTER! Required SP 1800

Sophie (childhood)

Sophie possessed far greater combat ability than her companions from childhood, using already perfected martial arts to cut down enemies. She also learned healing arts and leads the young Asbel and others.



Sophie

Weapons List

Armor Robe Clothing

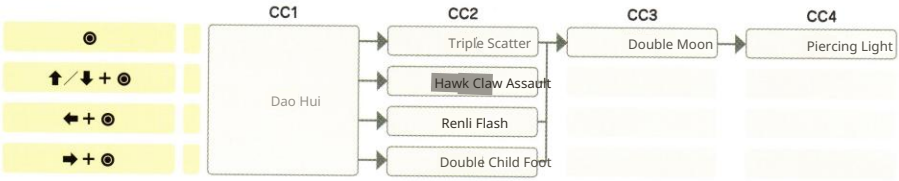
Unique Anklet

Ability Description Saves allies with high combat ability and healing arts

When joining, she is at a higher level than Asbel and the others and is far ahead in combat capability. For enemies of this period, you should be able to defeat them easily using only the chained basic learned techniques. In addition, her offensive arts have multiple effective attributes, so exploiting enemy weaknesses to efficiently defeat foes is another characteristic. When controlling Sophie, don't forget to support with "First Aid." Incidentally, there is little distinction between Sophie's child and adolescent forms, and aside from the title changing from "Oathsworn Friend" to "Similar Girl," her artes and skills are carried over unchanged.

"First Aid" is a Burst art available from the start and can be activated with a button. It targets only one person, so try to heal early.

▼ Artes Route



Sophie (Childhood) Techniques and Skills

技 Attack CC1

Touki

Dao Hui

Power 100 Hit Count 1 Critical 100 Casting Time-

Produces a blade of light and slashes at the target. The motion changes with the joystick input direction; when pressing up or down, the user takes a larger lunge to initiate th

習得 Enhancement Learned from the beginning

技 Attack CC2

Southern

Triple Scatter

Power 180 Hit Count 3 Critical 120 Casting Time-

Close the distance to the target and quickly strike repeatedly with fists. The technique activates quickly and has small recovery, making it easy to use. Effective against "spiritu

習得 Enhancement Learned from the beginning

技 Attack CC3

Sogetsu

Double Moon

Power 260 Hit Count 4 Critical 150 Casting Time-

Perform consecutive airborne spinning kicks to launch the enemy into the air. Because the attack advances forward while striking, it can reach distant targets, but the number

習得 Enhancement Learned from the beginning

技 Attack CC4 | Power 350 | Hit Count 7 | Critical 200 | Casting Time

Senko

Piercing Light

Jump straight upward and fire a laser at the target from the air. Activation requires a maximum CC of at least 10, so it cannot be used on a first playthrough.

習得 Enhancement Learned from the beginning

技 Attack CC2 | Power 190 | Hit Count 2 | Critical 120 | Casting Time

Yosoushugeki

Hawk Claw Assault

Instantly close in to kick the target upward, then follow up with a steep dive attack while they are airborne. Because you create distance from the opponent after landing, it is les

習得 Enhancement Amnesiac Girl 1

Note: Attack CC2 | Power 180 | Hit Count 2 | Critical 120 | Casting Time

Jinreisen

Renli Flash

While sliding, sweep with a photon blade to knock enemies to the left. Because it creates distance from the enemy, it is difficult to land the follow-up "Twin Moon" in a com

Learn/Enhance 1 Amnesiac Girl 3 | 2 Girl Named After a Flower 3

技 Attack CC2 | Power 190 | Hit Count 2 | Critical 120 | Casting Time

Soyo Okyaku

Twin Dragon Kick

Performs a left and right jumping kick in a single jump. The attack is fast and, if you are close to the target, can almost certainly hit twice. Effective against "Dragon" enemies.

習得 Enhance 2 Girl Named After a Flower 1

Gold Recovery CC3 | Power — | Hit Count — | Critical 150 | Casting Time 0.50 seconds

First Aid

—

A healing art that restores 30% of one ally's HP. When healing a teammate, hold the button during casting to charge, then select the target.

Learned Enhance Learned from the start 3 Vowed Friend 1

技 Attack CC2 | Power 350 | Hit Count 2 | Critical 600 | Casting Time

Soudou Shouteiha

Sōchō Shōteiha (Twin Striking Palm Bottom Break)

While attacking with a different art, hold the button to charge and release the button to activate. Step forward a great distance and deliver two sharp thrusts.

習得 Enhance 3 Oathbound Friend 3

Sophie (Childhood) Title

1 Girl with Amnesia

Acquired Possessed from the start

Effect Evasion +4(8)%

- 1 ◆Hawk Claw Assault / Damage +5%
- 2 Evasion +3
- 3 ◆Jinrei Flash / Damage +5%
- 4 Evasion +5
- 5 Pelihill / Recover HP on Evade +3%
- "MASTER! Required 5" 900

2 Girl Named after a Flower

Acquisition Obtained at No.008 (→P166)

Effect Defense +4(8)%

- 1 ◆Twin Dragon Kick / Damage +5%
- 2 Defense +3
- 3 ◆Jinrei Flash / Critical Rate +15%
- 4 Defense +5
- 5 Climax/ Critical rate +1 against enemies with maximum HP
- "MASTER! Required 12" 1200

3 Oath Companions

Acquisition Acquired at No.012 (→P171)

Effect Attack +4(→8)%

- 1 ◆ First Aid / Casting time reduced +4%
- 2 Attack Power +3
- 3 ◆ Dual Palm Strike Bottom Break / Damage +5%
- 4 Attack +5
- 5 Exceed / Max CC +1
- "MASTER! Required 39" 3900

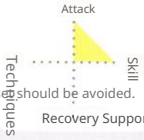
System

[Asbel (child)]
(Sophie (child sic
(Hubert (childho
(Richard (childho
Asbel
Sophie
Hubert
Sheria
(Richer
Malik
Pascal

Hubert (childhood)

Hubert

The attacks delivered by young Hubert are high in power but have large motions and are prone to whiffing. He is also difficult to handle as a playable character, so excessive expectations as a combat asset should be avoided.



Weapons Double-Edged

Armor X Plate

Innate None

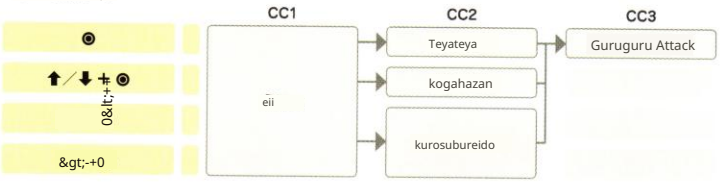
Ability Description Link techniques so you don't give the opponent an opening

Although his level when joining is low, his combat ability is high; his attack and defense even surpass those of his older brother Asbel. However, his accuracy is a bit lacking, making it easier for attacks to be evaded. Techniques that use two-handed weapons involve large movements, and if they miss, the opponent can counterattack—be mindful of that. In particular, "Guruguru Attack" leaves an opening after the strike, so it is hard to use in situations where you are surrounded by enemies. For combos, it is better to stop one step before "Guruguru Attack." Among CC2 techniques, those with many hits and skills that increase damage—"Kogahazan" or "Cross Blade"—are recommended.

Among the parameters, evasion is high, but don't neglect defense by relying on it. To recover CC, be sure to properly dodge the opponent's attacks.

Linking from "Cross Blade" to "Guruguru Attack" tends to result in whiffing. If the maximum CC value is 6 or higher, be careful not to accid

▼ Arts Technique Route



Train avoidances for adolescence

During Hubert's childhood his hit is low and his avoid is high, but these reverse when he becomes an adolescent. To make up at least a little for the resulting weak avoid stat, raise the rank of the title "Dutiful Younger Brother" while he is still a child and have him learn both avoid-boosting skills. The skills that change when the title is inherited are as shown on the right. If you have learned the Rank 3 "Vital" skill with the two titles, the adolescent will be able to use two types of Arts techniques from the start.

▼ Skills That Change When Reaching Adolescence

Hubert (childhood) Arts/Techniques

Attack CC1

eii

Power 100 | Hit Count 1 | Critical 100 | Casting Time

If there is no input on the left stick, he spins and strikes the enemy with one weapon. Thrusts from up/down input have longer reach, while left/right input produces a faster swe

Learned Enhancement Learned from the beginning

Attack CC2

Teyateya

Power 200 | Hit Count 3 | Critical 120 | Casting Time

He swings the weapons in both hands alternately, repeatedly striking the enemy in front of him. Compared with other CC2 techniques, the power is similar, but it is slightly in

Enhancement Learned from the beginning

"Attack CC3

Guruguru Attack

Power 300 | Hit Count 6 | Critical 150 | Casting Time

Spreading both arms, the user spins horizontally in place to attack, hitting surrounding enemies. It has high power and a large number of hits, but it causes stagger after the

Enhancement Learned from the beginning

Attack CC2

Kogaha-san

Power 200 | Hit Count 4 | Critical 120 | Casting Time

Raise both-handed weapons while jumping, then immediately bring them down for successive attacks. Once learned, make this the main move for CC2 techniques.

Enhancement Diligent Younger Brother 1

Attack CC2

kurosubureido

Power 200 | Hit Count 4 | Critical 120 | Casting Time

Strike as if sandwiching the enemy with both-handed weapons. Because it knocks the attacked opponent backward, following this with "Whirling Attack" often results in a mis

Acquisition Enhancement 2

Title of Hubert (Childhood)

Diligent Younger Brothe

Acquired Initially possessed

Effec Defense +4 (8)%

1 ◆Kogaha-san / Damage +5%
2 Evasion +3
3 Vital / Max HP +20
4 Evasion +5
5 Parry Heal / On evasion HP recovery +3%
MASTER! Required 900

2 The lord's second son

Acquis No.019 (→P201) obtained

Milk Fruit Accuracy +4 (→8)%

1 ◀ Cross Blade / Damage +5%
2 Defense +3
3 Vital / Max HP +20
4 Defense +5
5 Kurimakishima / Critical +1 against enemies with maximum HP
MASTER! Required 900

Childhood · Battle Start Voice

Introducing the battle-start lines you can hear in childhood.
Sophie is the same as in adolescence, so check page 97.

Asbel (Childhood)

Usually	Here we go!
	I'll show you my true strength
	The hero of justice, has arrived!
The enemy	Leave it to me!
Strong opp	If I go all out... I should probably be
Versus Pier	Richard—I will protect him!

Hubert (Childhood)

Usually	Aren't you going back after all?
	Can't we resolve this by talking?
	N-no, you'd better not.....
The enemy	Would it be okay if I tried fighting...
Formidable	Bobo... I'm really strong, you know!

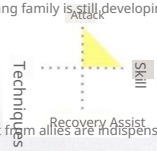
Richard (Childhood)

Usually	Let's go! Follow me!
	Don't let your guard down!
	Are you ready!
The enemy	Not an enemy... With such
Opponent	weakness... If you don't fight seriously, it's dangero

Richard (childhood)

Richard

The swordsmanship trained in the Wang family is still developing but is already at a high level, skilful. They repel enemies with everyone's sword handling. Since HP is low, evasive actions and support from allies are indispensable.



Weapons: rapier
Armor: X Plate
Innate: None

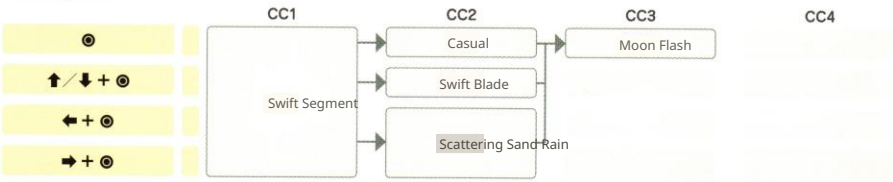
Ability Explanation — Possesses both high attack power and fragility

The attack power is almost comparable to Sophie's, and the other parameters are above standard. Many of the techniques learned are quick in execution, giving him excellent offensive capability. However, his HP is lower than Hubert's and does not increase much even when leveling up, which is a drawback. To avoid taking damage, respond to enemy attacks with defense or steps, and withdraw from the front lines as soon as HP drops. Of the offensive techniques, the "First Attack" and it is easy to be counterattacked, use it after carefully assessing the situation.

If you fail at defending or evading, you can quickly find yourself in a pinch. Retreat before it's too late and wait for Sophie's CC2 skill "散沙雨" (Scattered Sand Rain) is risky. Use one of the techniques from th

In situations with a large number of enemies, choosing the

▼ Artes Route



Learn skills starting with those that require small SP

During childhood you struggle with low HP, but when you reach adolescence that weakness is resolved, and you join the party as a nearly flawless immediate combatant. Don't pay special attention to adjusting abilities via inheritance; learn skills in childhood so that battles become easier at that stage. However, because you have few combat opportunities and can't earn much SP, learn skills beginning with those that require small SP. Also, the "Scattering Sand Rain" learned in childhood changes into a different spell/technique as you grow.

▼ Skills That Change When Reaching Adolescence

Childhood		Youth	
1	Prince of the Kingdom	1	Prince of the
*1	Scattering Sand Rain	*1	Thunder God Sword
★3	Scattering Sand Rain	★3	Leapwill
2	Vowed Companion	2	owed Companion
*1	Scattering Sand Rain	*1	Wind God Sword
★3	Scattering Sand Rain	★3	Restless Sword

Richard (Childhood) Arts & Techniques

Order Attack CC1
Jinsetsu
Swift Segment

Power 100 | Hit Count 1 | Critical 100 | Casting Time

The attack method changes with input on the left stick. Up and down inputs perform a thrust while sliding forward. Left and right inputs perform sweeping attacks, but the nigh

Enhancement Learned from the beginning

技 Attack CC2
Zuii
Casual

Power 180 | Hit Count 3 | Critical 120 | Casting Time

Slash the opponent swiftly in a Z-shaped pattern. The reach is short, but because the weapon swings widely, it can hit multiple enemies in front at once.

Learned Enhancement Learned from the beginning

技 Attack CC3
Gessenko
Moon Flash

Power 250 | Hit Count 3 | Critical 150 | Casting Time

Swing the weapon upward in a crescent shape, launching the enemy into the air while moving to the opposite side of the target. Once you get behind the enemy, create distance

Enhancement Learned from the beginning

技 Attack CC2
Shunjinken
Swift Blade

Power 180 | Hit Count 1 | Critical 120 | Casting Time

Take a large step toward the enemy and deliver a sharp strike. Because it thrusts the enemy backward, you cannot flank to their rear by chaining into "Gessenkou".

Enhancement Learned from the beginning

技 Attack CC2
Chirime
Scattering Sand Rain

Power 180 | Hit Count 5 | Critical 120 | Casting Time

Move left relative to the target while unleashing a series of consecutive thrusts. The move activates quickly and has many hits, and its power can be further enhanced by sk

Acquired/Reinforced 1 Prince of the Kingdom 1/32 Oath-Bound Companion 1/3

Title of Richard (Childhood)

1 Prince of the Kingdom
Acquired Initially
Effect Evasion +4(→8)%

★1 Scattered Sand Rain / Damage +5%
★3 Scattered Sand Rain / Damage +5%
5 Pelihill / Recover HP on Evade +3%
2 Evasion +3
4 Evasion +5
"MASTER! Required 900

2 Vowed Companion
Obtained No.012 (→P197) upon acquisition
Effect Defense +4(→8)%

★1 Scattered Sand Rain / Damage +5%
3 Scattered Sand Rain / Damage +5%
5 Kurimakishima / Critical +1 against enemies with m MASTER! Required 1500
2 Defense +3
4 Defense +5

Childhood - Voice on Enemy Defeat

This section presents the lines spoken when defeating an enemy in childhood.
He also calls out a word when an ally defeats one.

Asbel (childhood)

Usually	Yes!
	Amazing!
	Just like in practice!
	How is it!
When an al	Nice work!
	I'll do it too!

Hubert (childhood)

Usually	Huh?
	I'm scared-!
	Did I... defeat it?
	You won't bully anymore?
When an ally is defeated	Amazing!
	Yay!

Richard (childhood)

Usually	Did you see that!
	Honestly.....!
	How is it!
	Not good enough yet!
When	That's amazing...!
	Well done!

Asbel

Asbel, who possesses combat abilities specialized for close-quarters combat, launches a variety of sword techniques and defeats enemies.

Asbel is a character suitable for players who want to focus on offense; he is easy to handle. He is suitable for players who want to concentrate on attacking.

Weapons: Sword

Armor: X Plate Garment

Innate: Holder

Ability Description — Make use of the Style Shift effect

Asbel only learns offensive techniques. While handling enemy counterattacks with defense and steps, the basic tactic is to attack through combos that transition from sheathed techniques to unsheathing techniques. When unsheathed he can gain a steel-body effect, and returning to the sheathed state can restore HP, so you should frequently use Style Shift to gain an advantage in battle. Incidentally, the amount of HP restored when switching to sheathed state increases with higher defense and the longer you stay in unsheathed combos.

Asbel grows his HP and parameters at an average rate and is an all-rounder without major weaknesses in ability. However, his magic defense and evasion are somewhat low, so if you want a more balanced build, strengthen them with equipment and skills. For offensive techniques, learn them to expand the variety of effective traits. Skills you should prioritize include "Recovery," which enables aerial recovery, and "Penetrate," which increases the number of steel-body additions while unsheathed.

▼ Status Growth Tendencies

	HP	Attack	Defense	Magic Attack	Magic Defense	Accuracy	[illegible]
Level 10	963	93	117	100	81	115	78
Level 50	2723	192	249	206	167	236	160
Level 100	4065	267	350	286	232	328	222
Level 150	5165	328	434	352	285	403	274
Level 200	6265	390	519	418	338	479	324

Arts Technique: Sheathed Sword Technique

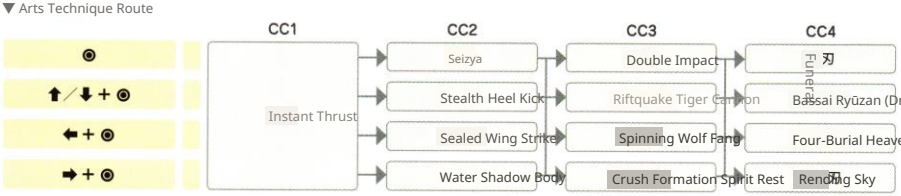
Perform sword strikes and kicks while the weapon is sheathed. Compared to Burst techniques, the overall activation of these techniques is faster, so there is less vulnerability during the animation, but they feature shorter reach and a narrower attack range. Also, only Arts techniques can steal items from enemies when the relevant skill is learned.

Recommended Ar[illegible]

Funeral 刃

Regardless of the target's distance, the attack hits instantly at the moment of activation. Enemies recently knocked away by moves like "Retsushin Tora-hō" can also

▼ Arts Technique Route



Burst Skill: Draw Technique

From the drawn-sword state, perform "draw" to unsheathe the sword, then slash with the weapon to attack. Many burst skills change their attack motions when performed repeatedly. Also, by holding the button to alter the skill, you can trigger attacks other than the four set ones. See the next page for details.

Recommended Ar[illegible]

Shock Sovereign Tremor

The skill activates quickly and has little recovery after the attack, making it easy to incorporate into combos. A wide attack range i

Combo Guide — Link compatible skills to rack up hit counts

All of Asbel's techniques activate quickly and are easy to chain, but by considering the compatibility between techniques when combining them, you can connect combos more smoothly. A combo is defined here as linking Arts skills up to CC4, then transitioning from "Battou" (Draw) into a Burst skill. After "Saijin Reiga" it often follows with "Shoryu Hyobu"; if you finish the attack at CC3, close with "Resshin Kopa" (裂震虎砲).

The other approach is to chain Burst skills that produce a large number of hits, triggering a Level 1 Mystic Arte when you exceed 25 hits. To land "Gokko Renge" on the first strike, the key is to close in on the enemy after "Shiden Metten Sho" by using "Meizan Fuu" (冥斬封). However, "Meizan Fuu" can occasionally cause the enemy to fall down, in which case you won't be able to follow through to activate the Mystic Arte.

▼ Recommended combos

Combo 1 — Necessary CC: 12

Combo 2 — Necessary CC: 14

Accel Mode — Revive a downed enemy to continue the combo

Accel Force

Required title: 23 Axel Force

Effect

- You can follow up on enemies while they are down
- Flames with the "Violent Star" trait appear around Asbel (Power: 90, Critical: 200)
  [Duration] Amount of the Axel Gauge × 15 seconds (50% = 7.5 seconds, 100% = 15 seconds)

The rotating flames around Asbel stagger enemies they touch, and when you attack they will track the target. Also, because all attacks hit enemies while they are down, any move can continue a combo as long as it doesn't send the enemy flying too far away. Activating this in battles against bosses or enemies you want to deal heavy damage to with linked attacks allows you to make full use of Axel Mode's effects.

The rotating flames protect Asbel from approaching enemies

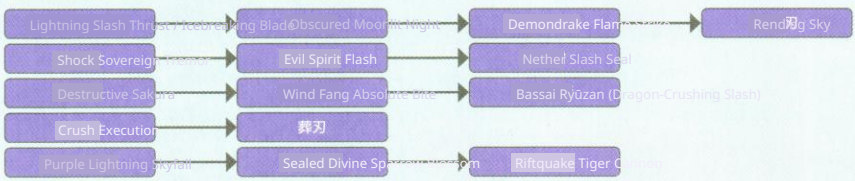
Leaned back opponent:
Launch an attack and develop it into a c
Turn it into a combo.

Increase attack patterns with skill transformations

Some burst techniques like "Lightning Slash Thrust" and "Shock Emperor Tremor" can change into different techniques through skill acquisition. For example, for "Lightning Slash Thrust", if you have learned a rank-5 skill under the title "Pride of the Lightning Slash", then after performing the move you can hold the button to activate "Oborozukiyo". Furthermore, if you have also learned the appropriate skill for "Oborozukiyo", simply continuing to hold the button w

By using these technique transformations you can activate moves other than the four you set, greatly expanding your attack patterns. Incidentally, the transformed technique will activate even if you haven't learned it, but it will of course consume CC for the activated technique.

▼ 術 Technique transformation route



Asbel's artes/techniques

技 Attack CC1

Shuntotsu

Instant Thrust

Power 100 | Hit Count 1 | Critical 100 | Casting Time

Strike the enemy with the sword while it is sheathed. Pushing the left stick up or down performs a lunge while advancing, and pressing left or right moves you in that dire

習得 Enhancement Learned from the beginning

技 Attack CC2

Setsuga

Seizya

Power 190 | Hit Count 3 | Critical 120 | Casting Time

Performs a three-hit kicking combo that launches the enemy. Among CC2's artes techniques it has the highest number of hits, and because it does not shove enemies awa

Learned Enhancement Acquired from the start 87 Pride of the Severed Fang 1/5 88 Soul of the Sword Fang 1/5

技 Attack CC3

Soushou

Double Impact

Power 270 | Hit Count 3 | Critical 150 | Casting Time

Strike down an enemy launched into the air by a knee kick, then violently shove them after landing. Because the final blow steps toward the opponent, it is easy to follow

習得 Enhancement: Learned from the start. 89 Pride of the Twin Strikes 1/5 90 Soul of the Twin Strikes 1/5

技 Attack CC4

Soujin

Sōjin

Power 360 | Hit Count 1 | Critical 200 | Casting Time

An iaijutsu technique boasting tremendous reach: the attack connects with the moment the weapon is swung, even against targets at great distance. Enemies cut by this

習得 Enhancement: Learned from the start. 91 Pride of the Funeral Blade 1/5 92 Soul of the Funeral Blade 1/5

技 Attack CC2

Senshinkyaku

Stealth Heel Kick

Power 180 | Hit Count 2 | Critical 145 | Casting Time

A series of attacks from a sweep to an upward kick that launches the enemy high into the air. D and, when the skill is learned, allows stealing items.

習得／Enhan... Heir of the Lord (eldest son) 312 Victoria's Pupil 140 Combo Fighter 193 Subversion Tackle 1/594 Subversion Soul 1/5

Day Attack CC2

Hōyokushō

Sealed Wing Strike

Power 220 | Hit Count 1 | Critical 110 | Casting Time

Circling to the target's left while charging power, then bringing the weapon down for a heavy s It takes time to execute, but as a CC2 arts move its power is maximal.

Lea.../Enhanc...1 Rascal Kid 333 Right Swordsman 136 Skill Beginner 395 Pride of the Sealed Wing 1/596 Soul of the Sealed Wing 1/5

技 Attack CC2

Su'eishin

Water Shadow Body

Power 200 | Hit Count 2 | Critical 130 | Casting Time

From a step-in, move at high speed to the target's right and attack with a sweeping strike of the This increases distance from the opponent, but can link into most other moves.

Acquire/Enhande 26 Drawn Sword Gladiators 539 Fighter 166 Satoshi's Soldier 197 Pride of the Water Shadow 1/598 Soul of the Water S

技 Attack CC3

Resshin Kohō

Riftquake Tiger Cannon

Power 290 | Hit Count 4 | Critical 140 | Casting Time

Roars to blow away and down the enemy in front of you. Its short reach and the fact that you are pushed backward upon activation make it difficult to incorporate into com

Learn/Enhance 43 Critical Aura 394 Soul of Subversion 3 99 Pride of Rift 1/5 100 Soul of Rift Tremor 1/5 115 Pride of Thunder 3

技 Attack CC3

Senrōga

Spinning Wolf Fang

Power 240 | Hit Count 6 | Critical 160 | Casting Time

Creates a vacuum ring in front of you that slashes the enemy multiple times, finishing by kicking them to the left. Link this long-reach move to further increase hit count.

Learn/Enhance 4 Knight Cadet 525 Drawn-Sword Swordsman 3 36 Skill Beginner 1 101 Pride of the Rotating Wolf 1/5 102 Soul of the Ro

技 Attack CC3

Saijin Reiga

Crush Formation Spirit Rest

Power 260 Hit Count 6 Critical 155 Chanting Time –

Send out a psychic disturbance to strike, then follow up with a weapon attack on the opponent you
Like "Senrōga", it has a high number of hits, but the combo can also be interrupted.

Learn/Enhance 41 Fencer 1 47 Combo Hunter 36 Little Wisdom Soldier 5 103 Pride of the Shatter Formation 1/5 104 Soul of the Shatter For

技 Attack CC4

Bassairyūzan

Bassai Ryūzan (Dragon-Crushing Slash)

Power 350 Hit Count 5 Critical 200 Casting Time

Charge straight toward the target and, as you pass behind the opponent,
perform a iai-style slash for a continuous attack. It has long reach and can hit enemies who are dow

Acquire/Enhance 14 Hero Junior 3 15 Expert Sweeper 127 Drawn Sword Swordsman 3 105 Pride of Ryuken 1/5 106 Dragon's Soul 1/5

技 Attack CC4

Shisouten-gen

Four-Burial Heavenly Illusion

Power 390 Hit Count 9 Critical 250 Casting Time

While moving to circle around the enemy, delivers a series of kicks. After
techniques that create distance from the enemy, such as "Resshinkohou" (Rending Seismic Tiger Ca

Acquisition/Enhancement 20 Best Percussionist 137 Skill Expert 5 107 Pride of Tengen 1/5 108 Soul of Tengen 1/5 133 Pride of Meizan 3

技 Attack CC4

Rekkujin

Rending Sky

Power 330 Hit Count 9 Critical 150 Casting Time

An iaijutsu slash accompanied by a vacuum wave that can multi-hit distant
enemies. Its power is somewhat inferior among CC4 arts techniques, but it can compensate with at

習得 / Enhanc 40 High Fighter 348 Combo Master 175 Equipment Rollover 5 109 Pride of Retsuku 1/5 110 Soul of Retsuku 1/5

技 Modified Attack CC1

Taitou

Armed

Power 100 Hit Count 1 Critical 150 Casting Time

When you press the button while sheathing the weapon, the weapon is returned to its scabbard an
If an enemy is close at that time, the sheathing will be performed while attacking.

習得 Enhancement Learned from the beginning

(3) 技 Attack CC1

Battō

Drawing Sword

Power 100 Hit Count 1 Critical 250 Casting Time

While armed, press the button to sweep the surrounding area with the weapon and transition to th
Steel body is applied at that moment. The attack has a wide range and a high critical rate.

Learned Enhancement Learned from the beginning

技 Attack CC2

Raizan-shō

Thunder Slash Charge

Power 210 Hit Count 2 Critical 40 Casting Time

An indispensable technique for countering 'Violent Star' in the early game,
where you swing down your weapon, strike with lightning, and slash the enemy. Since the reach is s

Learn/Enhance 5 Light Wielder 1 13 Night Killer 334 Warrior 5 115 Pride of Thunder Slash 1/5 1 6 Soul

技 Attack CC2

Majinke

Demon God Sword

Power 200 Hit Count 2 Critical 50 Casting Time

Releases a shockwave that travels along the ground to attack distant
enemies. If activated within the weapon's reach, it can hit twice with a slash and the shockwave. Th

習得 / Enhancement Le Mischievous Kid 125 Drawn-Sword Swordsman 546 Combo Fighter 3 117 Pride of the Demon God 1/5 Soul of t

技 Attack CC2

Shououshin

Shock Sovereign Tremor

Power 200 Hit Count 2 Critical 60 Casting Time

Step forward and then sweep forward, creating a shockwave directly to the
side. Because the attack covers a wide area, it is effective to use it when facing multiple enemies di

Yande / Enhancement 2 Eldest Son of the lord 112 Victoria's disciple 5 25 Drawn-sword swordsman 119 Pride of the Shock Emperor 1/5 120

Asbel's artes/techniques

Attack CC2

Saihyoujin

Icebreaking Blade

Power 220 Hit Count 2 Critical 65 Casting Time

Enchants the weapon with cold and slashes enemies in a cross. An essential technique against enemies weak to "Freeze". Its reach is not long, so use it at close range.

Alarm/Strengthen 6 Sword to Reclaim the Kingdom 326 Drawn-Blade Gladiator 133 Flashing-Light Swordsman 5 121 Pride of the Ice Blade 1/5

Attack CC3

Oborotsukiyo

Obscured Moonlit Night

Power 310 Hit Count 5 Critical 80 Casting Time

Turns once on the spot and sweeps the surroundings in a crescent like a full moon. It has many hits and can strike enemies behind you, but its reach is not very long.

Learn/Enhance 7 Caring Younger Brother 1 4 Combo Hunter 1 116 Soul of the Thunder Slash 3 126

Attack CC3

Rekkaio

Retsukai Sakura

Power 290 Hit Count 3 Critical 60 Casting Time

Stabs the weapon into the ground at your feet and launches a shockwave forward as a ranged attack. Small-sized enemies can be lifted by the shockwave, which tends to

Strengthen/Enhance 7 Brotherly Thought 527 Drawn-Sword Swordsman 199 Pride of Riven Leaves 3 125 Pride of Riven Break 1/5 126 Sou

Attack CC3

Jarei Issen

Evil Spirit Flash

Power 300 Hit Count 3 Critical 40 Casting Time

Leap in with a jumping slash to close the distance, then move directly sideways while slashing the enemy. Because it moves away from the enemy, when transformed

習得 Enhance 17 Drawn-Sword Swordsman 547 Combo Hunter 567 Little-Righteous General 1 127 Pride of a Single Flash 1/5 128 Soul of

Attack CC3

Hōraisa-tsu

Collapse Kill

Power 330 Hit Count 3 Critical 100 Casting Time

Jump high and thrust the weapon into the ground, causing lightning strikes around you. Can hit enemies who are down. If transformed into the technique/art "Sōjin" it becor

習得 Enhance 13 Knight Killer 567 Little-Righteous General 5 129 Pride of Riven Break 3129 Pride of Lightning 1/5 130 Soul of Crashing Lig

Attack CC3

Fūga Zekkō

Wind Fang Absolute Bite

Power 310 Hit Count 1 Critical 30 Casting Time

An attack with long reach that rapidly closes distance to thrust. When very close to the enemy, you pierce through them as you attack and can end up behind them.

習得 Enhancement 15 Expert Sweeper 528 Drawn Sword Master 137 Skill Expert 3 131 Pride of the Wind Fang 1/5 132 Soul of the Wind Fa

Attack CC4

Meizanpuu

Nether Slash Seal

Power 440 Hit Count 6 Critical 85 Casting Time

An upward slash that launches the enemy high into the air for an aerial follow-up. If the first strike misses, the technique is interrupted and leaves a large gap. Pay atten

Alert/Enhance Heal Life United 128 Drawn Sword Mastery 126 Nb. 3 133 Pride of the Nether Slash 1/5 134 Soul of the Nether Slash 1/5

(Two) Attack CC4

Maouengekiha

Demondrake Flame Strike

Power 420 Hit Count 5 Critical 75 Casting Time

Swing the weapon to shoot flames forward, attacking a wide area of enemies. Note that the skill's activation is somewhat slow, and enemies hit directly are knocked back to th

習得 Enhancement 16 Inherited Second Generation 129 Drawn-Sword Sword Saint 1 62 Nice Stylist 3 135 Pride of the Demon King 1/5 13

Attack CC4

Shiden Metten Shou

Shiden Metten Shou (Purple Lightning Heaven-Scattering Flight)

Power 440 Hit Count 8 Critical 85 Casting Time

After relentless consecutive thrusts, finish with an upward slash that launches the enemy. If you chain into "Sealed 'Shinja Ka'" via technique change, the final upward sl

Learned Enhancement 8 Resolute Youth 529 Drawn-Sword Sword Saint 535 Berserk 5 137 Pride of Shiden 1/5 138 Soul of Shiden 1/5

(B 技 Attack CC4
Maujinjakka)
Sealed Divine Sparrow Blossom

Power 450 Hit Count 3 Critical 100 Casting Time

A continuous technique that delivers slashes and strikes with flowing movements. After activation, the wielder enters a sheathed-sword state, and this move can be inser

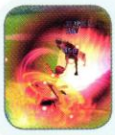
Learn/Enhance 10 Light Drawn-Sword Swordsman 130 Heroic Swordsman 1 139 Pride of the Deified 1/5 140 Soul of the Deified 1/5 1 Drag

技 Attack CC4
Genmashoureppa
Phantom Demon Impact Burst

Power 430 Hit Count 5 Critical 10 Casting Time

Slash diagonally upward to launch the enemy into the air, then deliver another strike while they are airborne. If you plan to link a combo from this move, choose a technic

Learn/Enhance 31 Very Skilled Swordsman 1 38 Skill Master 5 49 Combo Caizer 5 141 Dragon's Pride 1/5 142 Dragon's Soul 1/5



(Two) Notice Attack CCB
Hadou Meppu
Hado Meppo (Domineering Path: Sealing Release Arm)

Power 500 Hit Count 4 Critical 30 Casting Time

Releases a massive scorching wave forward to attack distant enemies. The scorching wave has a very long range but takes time to fire. Activate it at a location away from ener

Learn/Enh nce 30 Hero Swordsman 1 42 High Fen r 3 14 Soul o Pride of Hado 1/5 144 Soul of Hado 1/5

技 Attack CC6
Kyoukko Renge
Polar Aurora Lotus

Power 600 Hit Count 12 Critical 10 Casting Time

Summons clones around the target and attacks from all directions. Can be activated from anywhere; after the attack the user moves close to the enemy and transitions into a

Learn/Enhan 31 Exceptiona Swordsman 5 69 Great Virtue Emperor 176 Supreme Ar ament Living lation

技 Attack CC
Kasshinkouha
Activated Heart Steel Break

Power 400 Hit Count 6 Critical 50 Casting Time

Plant the weapon into the ground and release a spiritual wave. The spiritual wave pierces through enemies and flies toward the target. Use it against large enemies and try to

Acquisition/Enhancement 23 Axel Force 3 130 Soul of Thunder 3 147 Pride of Steel Break 1/5 148 Soul of Steel Break 1/5

技 Attack CC2
Majinken
Demonic God Fist

Power 230 Hit Count 1 Critical 150 Casting Time

Activate by holding the button during a CC2 arts move. Strike the ground with your fist to send a shockwave around you. The attack has a narrow range but can hit behind y

習得 Enhancement 22 Lord of Lant 3111 Pride of the Demon Fist 1/5 112 Soul of Fen

技 Attack CC3
Shouryuhyoupu
Shōryū Hyōbu

Power 300 Hit Count 5 Critical 190 Casting Time

Activated by holding the button during a CC3 Arts move. Releases cold air with a spinning kick, launching the enemy high into the air. Can also forcibly wake ene who ar

Acquisition/Enhancement 22 Lord of Rant 1 89 Pride of Twin Strikes 3 113 Pride of Ice 1/5 114 Soul of Ice Dance 1/5

Lv1
Jūhagōshōzan
Beast-Breaking Roar Impact Slash

Power 2000 Hit Count 8 Critical – Casting Time

A full-power slash that sends enemies soaring high — a secret/ultimate technique. Its attack range but if there are enemies near the target, they can also be caught in the attack.

習得 Enhan 16 Sword to Restore the Kingdom 117 Carta Collector 5

Lv2
Byakuya Senmetsu Ken
White Night Annihilation Sword

Power 3500 Hit Count 9 Critical – Chanting –

Time Attacking the enemy with the moonlight at your back, this secret ultimate technique delivers a flurry of consecutive slashes. It can also strike around the target, so a

Learn Enha 18 Determined Youth 1 149 Arts Fighter 5

Asbel's artes/techniques

Lv3

Sankūjin Mujinshō

Zankūjin Mujin Shō

Power	5000	Hit Count	28	Critical	–	Casting Time

It is a striking technique that knocks the target away and slashes the entire surrounding area wi

Its power and attack range are both excellent, and it can even break the "Violent Star" barrier.

Learn/Enhance 16 Inherited Second Generation 532 Last Samurai 5

Lv4

Tenha Jinrai Dan

Tenha Shinra Dan

Power	2500	Hit Count	20	Critical	–	Casting Time

After unleashing a series of consecutive slashes to the front, a lightning-swift strike is then launc

The attack reaches a wide area ahead and greatly launches any hit enemies into the air.

Acquire/Enhance 24 A New Hope 3

Party Characters Combat Voices 1

Introducing the combat voices of Asbel, Sophie, and Hubert.
Sophie's lines are the same as those from her childhood.

Asbel

Draw sword	Don't get cocky!
	Gather, light!
	Read you!
	One Flash!
Sheathing the swor	Not yet!
Activate Accel Mode	Awaken, aurora of the night sky! / I will borrow your strength! / Glow Force! / Accel Force!
Secret and Beauty I	I'll finish this!
獣破鳥衝斬	Slash through everything! Beast Break (Tiba)! / Impact Slash (gōshi (Youzan)!!
White Night Flash F	The flashing blade is the proof of victory! White Night Flash Redu
New Air Merchant	No holding back! I'll decide this! New Sky Blade! Dustless Street!
Heavenly God Thur	With this, I'll finish it! (Let's go, Lambda!) Pierce the heavens!
Secret and Jiang Sp	Cut it off, Aurora! Tenpa, Divine Thunder Sever!! Settle all grudges! Settle all destinies! Lambdaaaa!
Blue Earth	We will hold you together!! Blue Earth!!

Sophie

First Aid	Let the light of recovery dwell! First Aid!
Heal	Light of healing, gather here now! Heal!
Cure	Light, assemble and bear the radiance of full recovery to save that one! Cure!
Raise Soul	My true prayer is for regeneration; light, take form and manifest! Raise Soul!
Reincarnation	Protect everyone! Reincarnation!
Activate Accel Mode	Break the shackles, turn wind into light! / Limit Released! / High Boost!
Activate Grimoire	I release you.....!
Critical Blade	Sure-hit, sure-down! Critical Blade!!
Infinity Soul	Possess the Fist God! Let the heartbeat roar!! Infinity Soul!!
Zero Dissolver	Pierce through! Raging Flash! Infinite Fist Flash! Ride the Azure S Zero Dissolver! Farewell.....
Shadow Moment	Decide the match! Run through with the wind! Secret Technique! Shadow Moment!
Secret Grimoire Spe	Lambda! You are..... the other me.....! I am..... I am.....!
Blue Earth	We will weave the future!! Blue Earth!!

Hubert

Live Gravity	Bow before me, Live Gravity!
Cross Mirage	You won't evade my sight! Cross Mirage!
Crack Beast	Prey, sleep! Crack Beast!
All the Way	I won't forgive you even if you cry! All the Way!
Antidote	Purify! Antidote!
Heal Wind	Gather, light of regeneration! Heal Wind!
Activate Accel Mode	Shall I hear your plea for mercy?!/Soar to the heavens!/Arrow Rain!
Holy Tome Good Na	Steel yourself!
Unstanvarus	Dance flamboyantly! Anstantvarus!!
Vanflèche	You made me angry... you'll regret it! Vanflèche!!
Expasion	With all my strength! I'm going to unleash it! This one too! Take it away! Expasion!!
Lanvels Reason	If you can withstand this! A trump card ! I'll show you! Lanvels Reason!!
Secret Art (Special)	I will finish this! Distorted destiny ! Ram Die! Sleep forever!
Blue Earth	We will sever the grudge! Blue Earth!!

Asbel's Title

1 Naughty Kid
Acquired Initially
Effect: Accuracy +4(8)%

★1 ◆Demon God Sword / Damage +5%
★3 ◀ Sealed Wing Strike / Damage +5%
★5 Parry Heal / HP Recovery on Evade +3%

2 Accuracy +3
4 Accuracy +5
"MASTER! Required S900

2 Blessed Son of the Lord
Acquired Initially possessed
Effect: Recovery +4 (→8)%

★1 ◀ Shock Emperor Tremor / Damage +5%
★3 ◆Stealth Kick / Damage +5%
★5 Stun / When Arts technique's first hit strikes a stunned/unconscious enemy, CC recovery +1

2 Evasion +3
No. 8vasion +5
"MASTER! Required 1200

■3 Friends of the Oath
Acquisition Possessed from the start
Effect: Attack +4 (8)%

★1 Climaxia / Critical +1 against the enemy with highest HP
★3 Prebend / Damage Reduction While Defending +3%
★5 Vital / Max HP +40

2 Attack Power +3
4 Attack +5
[MASTER! Required S1800

4 Knight Cadet
Acquisition No.023 (→P205) obtained
Effect: Defense +4(→8)%

★1 Vital/Max HP +30
★3 Vital/Max HP +30
★5 Rotating Wolf Fang / Damage +5%

2 Defense +3
4 Defense +5
| MASTER! Required S3000

5 Light User
Acquisition No.023 (→P205) obtained
Effect: Magic Attack +4(→8)%

★1 ◀ Thunder Slash Street / Damage +5%
★3 Penetrate / Added steel body by drawing blade +1
★5 Dischaos / "Violent Star" Damage Reduction +5%

2 Magic Attack +3
4 Magic Attack +5
"MASTER! Required S3300

■ Sword to Reclaim the Kingdom
取得 Obtained at No.04 (→P231)
Effect: Magical Defense +4(→8)%

★1 ◆ Beast Break Roaring Impact Slash / Activates during Eles Rise and while chaining
★3 ◀ Icebreaking Blade / Damage +5%
★5 Exceed / Max CC +1

2 Defense +4
★4 Defense +6
"MASTER! Required S5700

7 Caring Younger
Acquisition Obtained at No.066 (→P246)
Effect: Max HP +6(→10)%

★1 ◆■ Moonlit Night / Damage +5%
★3 During Ray Burst/Eles Rise, magical attack power +5%
★5 ◆Retsukai Sakura / Damage +5%

2 Defense +5
Defense +8
| MASTER! Required S7800

■8 Determined Youth
Acquired at No. 120 (→P296)
Effect: Defense +6(→10)%

★1 ◆Byakuya Sword / Activates during Eles Rise and while in chain
★3 Dischaos / "Violent Star" Damage Reduction +5%
★5 ◆Shiden Mettenshou / Damage +5%

4 Hit +8
[MASTER! Required S12300

■9 Life Together
Acquisition Obtained at No. 141 (→P310)
Effect: Magic attack +6(10)%

1 ◆New Heal / Damage +5%
3 Life Gain/Life Bottle revival HP +10%
★5 Climaxia / Critical +1 against the enemy with highest HP

*2 Attack +6
★4 Attack +9
"MASTER! Required S4100

10 Light Unsheathing Swordsman
Acquisition Obtained at No.146 (→P312)
Effect: If the first hit of an Arts skill (→all attacks) breaks the Violent Star Barrier

1 ◆Fengshen Quehua / Damage +5%
★3 Dischaos / "Rampage Star" Damage Reduction +5%
5 Rise/Miniature CC+1

2 Defense +6
Defense +9
"MASTER! Required S5800

11 Challenging Youth
Acquisition Obtained at No. 155 (→P329)
Effect: Evasion +6(10)%

1 Prebend / Damage reduction when defending +3%
★3 Dischaos / "Star" Damage Reduction +5%
5 Exceed / Max CC +1

Attack +6
★4 Attack +9
"MASTER! Required S6500

12 Victoria's Pupil
Obtain ■T18 "Appointment to Victoria" (→P396) to acquire
Effect: Hit Evasion +3(→4)%

★1 ◆Stealth Kick / Damage +5%
★3 Vital / Max HP +30
5 Shock / Damage +5%

2 Attack +3
4 Attack +5
"MASTER! Required S3600

13 Knight Killer
Acquisition Obtain at No.058 (→P240)
Effect: Increased critical rate against "Humans"

1 Vital / Max HP +30
*3 ◆Thunder Slash Street / Damage +5%
5 ◆Crushing Thunder Killer / Damage +5%

2 Defense +4
4 Defense +6
MASTER! Required S4800

14 Hero Junior
Obtain via _T26 "Secret Offer" (→P399)
Effect: step range +30 (50)%

★1 Vital / Max HP +30
★3 ◀ Crushing Dragon / Damage +5%
5 When Raylise / Eleslise, CC increase +1

★2 Accuracy +4
★4 Hit +6
"MASTER! Required S7300

15 Expert Sweeper
Acquisition T27 Obtained from "Asbel's Hobby" (→P399)
Effect: Reduce damage of 30 (50) or less to one time for 6 minutes

1 ◆Crushing Dragon Slash / Damage +5%
3 Parry Heal / HP recovery on evade +3%
★5 ◆Wind Fang Absolute Bite / Damage +5%

2 Defense +5
Defense +8
"MASTER! Required S8800

Asbel's Title

■16 Second-Generation Heir

Acquisition: Obtained with T65 "Keepsake Sword" (→P414)
Effect: Hit Rate and Evasion +5(6)%

1	◆Demon Lord Flame Strike / Damage +5%	2 Evasion +7
3	Vital / Max HP +40	4 Evasion +11
5	◆New Sky Blade Dustless Thrust / Activates during [illegible]	MASTER! Required [illegible]

■17 Carta Collector

Acquisition: Possess 30 or more magic cartas and speak with Zave, the Carta King
Effect: Gummi recovery during battle +5 (10)%

1	Vilirise / After 1 minute, fully recover all CC	2 Hit +5
3	Vital / Max HP +40	4 Hit +8
5	◆Beast Breaker Roar Thrust / Activates during chain where exceeding [illegible]	MASTER! Required [illegible]

■18 Strongest Swordsman

Acquired: T59 "Watcher in Black" (→P414)
Effect: Gummi recovery during battle +5 (10)%

1	Prebend / Damage reduction when defending +3%	2 Attack +7
3	Vital / Max HP +40	4 Attack +11
5	Rise/Minimum CC+1	MASTER! Required [illegible]

■19 Prospective Squire

Obtained from T17 "Husband's Keepsake" (→P396)
Effect: While costume is changed, recover HP every 2 seconds

1	Disseal / Reduce "Sealed" effect by +5%	2 Magic Defense +6
3	Costume / Allows outfit change	4 Defense +9
5	Evasion, Critical, HP recovery +20	MASTER! Required [illegible]

■20 Best Percussionist

Acquired: T69 "Swimsuit Theft" (→P418)
Effect: While costume is changed, recover HP every 2 seconds

1	◆Four Burials Heavenly Illusion / Damage +5%	2 Accuracy +7
3	Costume / Allows outfit change	4 Accuracy +11
5	Survival Time Limit Reduction +8%	MASTER! Required [illegible]

■21 Elemental Modific[illegible]

Acquisition: Purchased from the humanoid in Tetos Rescue/When near death, certain chance to recover [illegible]%
Effect: Stun duration reduced to 3/4 (→1/2)

1	Vitality/Max HP +40	2 Defense +5
3	[illegible]	Defense +8
5	Exceed / Max CC +1	"MASTER! Required [illegible]

■22 Lord of Rant

Acquisition: Obtained at No. 166 (→P341)
Effect: Attack and Arts Attack +5(→7)%

1	◆Rising Dragon Ice Dance / Damage +5%	2 Attack +5
3	◆Demon God Fist / Damage +5%	4 Attack +8
5	Stun / When Arts first hit an enemy that is incapacitated, CC Recovery +1	MASTER! Required [illegible]

■23 Axle Force

Acquisition: Obtained at No. 173 (→P344)
Effect: Defense-stage axle gauge increase rate becomes 1.3(→1.5)×

1	Activate Axle Mode with 1 Axle / Axle gauge 50% or higher	2 Defense +5
3	◆Kasshin Kōha / Damage +5%	Defense +8
5	Stun / When Arts first hit an enemy that is incapacitated, CC Recovery +1	MASTER! Required [illegible]

■24 A New Hope

Obtained by acquiring T73 "A New Hope" (→P420)
If the effect duration of "Hourglass" is 1.5 (→2)×

1	Stun / When an enemy who is stunned is hit by the first strike of an Arts skill, CC recovery +1	2 Attack Power +3
3	◆Tenha Shinraidan / Activates during 100% Axle Mode and while in combo	4 Attack Power +5
5	Exceed / CC cap +1	MASTER! Required [illegible]

■25 Drawn-Sword Swordsman

Acquired: Obtained at Level 10
Effect: Attack Power · Magic Attack Power +3(4)%

1	◆Shōkōshin / Damage +5%	2 Attack +3
3	◆Spinning Wolf Fang / Damage +5%	4 Magic Attack +5
5	◆Demon God Sword / Damage +5%	"MASTER! Required [illegible]

■26 Drawn Sword Gladiator

Acquisition: Obtained at level 20
Effect: Defense / Defense +3 (→4)%

1	◆Icebreaking Blade / Damage +5%	2 Defense +3
3	Vital / Max HP +40	4 Defense +5
5	◆Water Shadow Body / Damage +5%	[MASTER! Required [illegible]

■27 Drawn Sword Swordsman

Acquisition: Obtained at level 30
Effect: Attack and Magic Attack +4(→5)%

1	◆Rending Sakura / Damage +5%	2 Attack +4
3	◆Crushing Dragon Slash / Damage +5%	4 Attack +6
5	◆Evil Spirit Flash / Damage +5%	"MASTER! Required [illegible]

■28 Drawn Sword Swordsman

Acquired: Obtained at level 45
Effect: Defense / Defense +4 (5)%

1	◆Wind Fang Rending Bite / Damage +5%	2 Defense +5
3	◆[illegible] New Seal / Damage +5%	4 Magic Defense +8
5	Penetrate / Added steel body by drawing blade +1	MASTER! Required [illegible]

■29 Drawn-Sword Sai[illegible]

Acquisition: Obtained at level 60
Effect: Attack Power & Magic Attack +5(→6)%

1	◆Demon Lord Flame Strike / Damage +5%	2 Magic Attack +6
3	Enchant/Enhancement effect duration +20%	4 Magic Attack +9
5	◆Shiden Metsuten-Shō / Damage +5%	"MASTER! Required [illegible]

■30 Heroic Swordsman

Acquired: Obtained [illegible]
Effect: Defense and magical defense +5 (6)%

1	◆Fengshen Quehua / Damage +5%	2 Defense +7
3	Penetrate / Sheathing adds Steel Body +1	4 Defense +11
5	◆Hegemonic Way Seal Destruction / Damage +5%	[MASTER! Required [illegible]

31 Exceptional Swordsman
Acquisition: Acquired at Level 100
Effect: Attack Power & Magic Attack +6 (8)%

1 ◆ Phantom Demon Shatter / Damage +5%		2 Attack +7
3 Vital / Max HP +40		4 Attack Power +11
5 ◆ Polar Light Lotus / Damage +5%		"MASTER! Required SP 80000

32 The Last Samurai
Acquisition: Obtained at level 200
Effect: Defense and Magic Defense +6(→8)%

1 Fichein / Increased CC recovery speed when near death (→100)		2 Magic Defense +7
3 Vital / Max HP +50		4 Magic Defense +11
5 ◆New Sky Blade Dustless / Activates during combo after 15 or more hits		MASTER! Required SP 80000

33 Flash Swordsman
Obtain 10 times, finish combat within 10 seconds
Effect: Combat movement speed +10(15)%

1 ◆Sealed Wing Thrust / Damage +5%		2 Evasion +3
3 Gain / HP recovery on defeat +30		4 Evasion +5
5 ◆Icebreaker Blade / Damage +5%		"MASTER! Required SP 45000

34 Warrior
Acquisition Defeat 120 enemies
Effect CC recovery on enemy defeat +2(3)

1 Critical / Critical Damage +10%		2 Attack Power +3
*3 Sub Heal / When not participating in battle, recover +3% HP after battle		4 Attack Power +5
5 ◀ Thunder Slash Impact / Damage +5%		"MASTER! Required SP 48000

35 Berserk
Acquisition Defeat 1000 enemies
Effect CC recovery on enemy defeat +3(→4)

1 Critical / Critical Damage +10%		2 Attack +6
3 Sub Heal / When not participating in battle, recover +3% HP after battle		4 Magic Attack +9
5 ◀ Shiden Metsuten-Shō / Damage +5%		MASTER! Required SP 50000

36 Skill Beginner
Acquisition: Use CC2 arts/techniques 300 times
Effect: Consecutive critical rate increases by 10 (→20)%

1 ◆Spinning Wolf Fang / Damage +5%		2 Accuracy +3
3 ◆ Sealed Wing Charge / Damage +5%		4 Accuracy +5
5 Gain / Recover +30 HP on defeat		MASTER! Required SP 54000

37 Skill Expert
Use CC3 techniques/skills 750 times
Effect: Consecutive critical hit rate increases by 15 (→25)%

★1 Tension / HP Recovery +20 on Critical		2 Evasion +5
3 ◆Wind Fang Absolute Bite / Damage +5%		4 Evasion +8
5 ◆Four Burials Heavenly Illusion / Damage +5%		"MASTER! Required SP 62000

38 Skill Master
Acquisition: Use CC4's spells/techniques 1,500 times
Effect: Consecutive critical rate increases by 20 (→30)%

1 Rescue / When near death, certain chance to recover +3%		2 Evasion +7
3 Discours / Reduce "Curse Kill" effects by +5%		4 Evasion +11
5 ◆Illusion Demon Shock Rupture / Damage +5%		"MASTER! Required SP 24000

■39 Fighter
取得: Use Arts 1,500 times
Effect: Critical rate of Arts techniques increased by 10 (→20)%

1 ◆Water Shadow Body / Damage +5%		2 Attack +4
3 Fisty / When near death, stagger duration reduced +20%		4 Attack +6
5 Sub-EX / When not participating in battle, experience gained +10%		"MASTER! Required SP 68000

40 High Fighter
Acquisition: Use Arts skills 12,500 times
効果: Arts skill critical rate increases by 15 (→25)%

1 Vital / Max HP +50		2 Attack +7
3 ◀ Sky-Splitting Blade / Damage +5%		4 Attack +11
5 Sub-EX / When not participating in battle, EXP gain +10%		MASTER! Required SP 25000

Level 41 Fencer
Acquire: Use Burst skills 1,500 times
Effect: Burst skill critical rate increases by 10 (→20) %

1 C◀ushing Formation Reiga / Damage +5%		※2 Magic Attack +4
3 Prebend / Damage Reduction While Defending +3%		4 Arcane Attack +6
5 Submastery / When not participating in battle, SP gained +10%		"MASTER! Required SP 18000

■42 High Fencer
Acquire: Use Burst Skills 12,500 times
Effect: Burst skill critical rate +15% (25%)

1 Vital / Max HP +50		2 Magic Attack +7
3 ◀ Overlord Destruction Seal / Damage +5%		4 Magic Attack +11
5 Submastery / When not participating in battle, SP gained +10%		"MASTER! Required SP 28500

43 Critical Color
Acquire: Land 50 critical hits
Effect: On defeating an enemy, Ares Gauge increases by 200 (300)

1 Critical / Critical Damage +10%		2 Accuracy +3
*3 ◆Shinkoh Cannon / Damage +5%		4 Accuracy +5
5 Sub-Healing / Recover +1		MASTER! Required SP 45000

44 Critical List
Acquire: Land 300 critical hits
Effect: On defeating an enemy, Ares Gauge increases by 300 (→450) 5 Crit Maxima / +1 Critical against the enemy with the highest HP

1 Critical / Critical Damage +10%		2 Hit +5
3 Crit Defend / +1 Critical against enemies with reduced Defense		4 Hit +8
5		"MASTER! Required SP 19500

45 Critiker Mastery
Acquisition: Land 1,500 critical hits
Effect: When defeating an enemy, Eres Gauge increases by 400 (600)

1 Critical / Critical Damage +10%		2 Accuracy +7
3 Crit Evasion / Critical +1 against enemies with lowered Accuracy		4 Accuracy +11
5 Sub-Healing / Recover +1 Accuracy +1		MASTER! SP required 24000

Asbel's Title

46 Combo Fighter
Obtain: Defeat enemies 10 times with combos of 3 hits or more
Effect: Critical rate increases with 15 (10) or more hits

★1	◆Stealth Step / Damage +5%	★2 Accuracy +3
3	◆Demon Sword / Damage +5%	★4 Accuracy +5
5	Damage / Damage dealt when near death +15%	MASTER! Required 4200

47 Combo Hunter
Obtain: Defeat enemies 7 times with combos of 30 hits or more
Effect: Critical rate increases when achieving 30 (50) or more hits

★1	◆Oborodukiyo / Damage +5%	★2 Hit +5
3	◆Dashed Formation Spirit Resting / Damage +5%	★4 Hit +8
5	◆Four Spine Flash / Damage +5%	MASTER! Required 30000

■48 Combo Master
Acquisition: Defeat enemies 5 times with combos of 50 hits or more
Effect: Critical rate increases at 50 (→25) hits or more

★1	Sky-Splitting Blade / Damage +5%	★2 Accuracy +6
3	Crit Evasion / Critical +1 against enemies with lowered Evasion +5%	★4 Accuracy +9
5	Rescue / When near death, certain chance to heal +3%	MASTER! Required 150000

49 Combo Kaiser
Acquisition: Defeat enemies 3 times with combos of 100 hits or more
Effect: Critical rate increases at 100 (50) hits or more

★1	Vitality/Max HP +50	★2 Accuracy +7
3	Critical +1 against enemies with reduced Defense	★4 Accuracy +11
★5	◆Phantom Demon Shatter / Damage +5%	MASTER! Required 300000

50 Dual Smasher
Acquisition: Defeat two or more enemies simultaneously 5 times
Effect: CC recovery +2 (→3) when defeating an enemy

★1	During Ray Burst/Eles Rise, magical attack power +5%	★2 Accuracy +4
3	Ray Burst/Eleth Rise, Attack Power +5%	★4 Accuracy +6
★5	Vigor / Recover HP +30 on defeat	MASTER! Required 75000

51 Force Smasher
Obtain 10 times, defeat 4 or more enemies simultaneously
Effect: On enemy defeat, CC recovery +3 (→4)

★1	Vitality/Max HP +40	★2 Hit +5
3	Vitality/Max HP +40	★4 Hit +8
★5	Vital / Max HP +40	MASTER! Required 120000

52 Trait: Adventurer
Acquire: Hit weakness-type attacks 150 times
Effect: Add the "Water" effective trait

★1	Dis Dragon / "Dragon Race" Damage Reduction +5%	★2 Evasion +4
3	Chrislow/ Critical +1 against enemies with "Slow"	★4 Evasion +6
★5	Disinsect/ Damage reduction vs. "Insect" +5%	MASTER! Required 45000

53 Trait Researcher
Acquire: Hit weakness-type attacks 1000 times
Effect: Add the "Spiritual" effective trait

★1	Disbard/ Damage reduction vs. "Bird" +5%	★2 Evasion +5
3	Christone/ Critical +1 against enemies with "Petrify"	★4 Evasion +8
★5	Kurimakishima / Critical +1 against enemies with max HP	MASTER! Required 90000

■54 Trait Monomania
Acquire: Hit weakness-type attacks 10000 times
Effect: Add the "Amorphous" effective trait

★1	Dispist/ Damage reduction vs. "Beast" +5%	★2 Evasion +6
3	Chris Lowe / Critical +1 against enemies with "Slow"	★4 Evasion +9
★5	Christone / Critical +1 against "Petrification" enemies	"MASTER! Required 288000

■55 Item Getter
Acquisition When the number of items obtained upon winning a battle exceeds 50
Effect: Item acquisition rate increases by 4 (8)% each time an enemy is defeated

★1	Survivor / Item time limit reduction +8%	★2 Evasion +4
3	Life Coin / On revival with a Life Bottle HP +10%	★4 Evasion +6
★5	Rescue / When near death, chance to recover +3%	MASTER! Required 90000

■56 Item Hunter
Acquisition When the number of items obtained upon winning a battle exceeds 250
Effect: Item acquisition rate increases by 6 (10)% each time an enemy is defeated

★1	Survivor / Item time limit reduction +8%	★2 Evasion +5
3	Life Coin / On revival with a Life Bottle HP +10%	★4 Evasion +8
★5	Rescue / When near death, chance to recover +3%	MASTER! Required 120000

57 Item Snatcher
Acquisition: When gaining items from battle victories exceeds 1,250
Effect: Each time an enemy is defeated, item acquisition rate up by 8 (16)%

★1	Survivor / Item time limit reduction +8%	★2 Evasion +7
3	Life Coin / On revival with a Life Bottle HP +10%	★4 Evasion +11
★5	Item Recovery +30	MASTER! Required 360000

■58 Chief Mastery
Acquisition: Master 5 different titles
Effect: CC maximum +1 (2)

★1	Rev Heal / On level up, fully restores HP	※2 Defense +4
3	Enchant/Enhancement effect duration +20%	★4 Defense +6
5	Mind+ / On level up, Magic Attack +1	MASTER! Required 90000

59 King Mastery
Acquisition: Master 50 different titles
Effect: CC maximum +2 (→3)

★1	Ray Life / On Eres Rise, recover from incapacitation	★2 Defense +5
3	Fi Chain / When near death, CC recovery speed +10%	★4 Defense +8
★5	Attack+ / On level up, Attack +1	MASTER! Required 135000

■60 God Mastery
Master 100 different titles
Effect: CC cap +3 (→4)

★1	Ray Burst / While Eres Rise is active, Magic Attack +5%	★2 Defense +7
3	Fisty / When near death, stagger duration reduced by 20%	★4 Defense +11
★5	Evade+ / On level up, Evasion +1	MASTER! Required 525000

61 Stylist
Acquire: Learn 30 different skills
Effect: Halves damage of 1500 (1200) or more
★1 Sub Mastery / When not participating in battle, SP gained +10%
3 Sub Ex / When not participating in battle, Experience gained +10%
★5 Sub Heal / When not participating in battle, Post-battle HP recovery +5%
2 Magic Defense +4
4 Magic Defense +6
MASTER! Required SP 7200

62 Nice Stylist
Acquire 150 different skills
Effect: Reduce damage of 1200 (1000) or greater by half
★1 Sub Heal / When not participating in battle, Post-battle HP recovery +3%
3 ◆Demon Lord Flame Wave / Damage +5%
5 Sub EX / When not participating in battle, EXP gain +10%
2 Magic Defense +5
4 Magic Defense +8
MASTER! Required SP 18000

63 Gorgeous Stylist
Acquire 350 types of skills
Effect: Reduces damage of 1000→750) or more by half
★1 Sub Ex / When not participating in battle, Experience gained +10%
3 Sub Heal / When not participating in battle, Post-battle HP recovery +5%
5 Sub Mastery / When not participating in battle, SP gained +10%
2 Attack +7
4 Magic Defense +11
MASTER! Required SP 30000

64 Protector
Unlock: Win 100 battles while controlling Asbel
Effect: Mystic Arte damage increased by 25% (→40%)
1 Recovery / While being blown away, press □ button to perform an aerial recovery
3 Ray Rise / During Ele Rise, CC increase +1
5 Exceed / CC cap +1
2 Accuracy +4
4 Hit +6
"MASTER! Required SP 7200

65 Graces
Acquired at No. 165 (—
Effect: Halves incoming damage of 1200 (→ 800) or more
1 Parry Heal / Recover HP on evasion +3%
3 Fi Damage / Damage dealt when near death +15%
5 Prohend / Damage reduction when guarding +3%
2 Magic Attack +7
4 Magic Attack +11
"MASTER! Required SP 9900

66 Soldiers of Little Wisdom
Obtain: Win 100 battles
Effect: Increase allied Eres Gauge growth rate by 10(20)%
1 ● Water Shadow Body / Damage +5%
3 Yihir / After 1 minute, recover 20% HP
5 ◆Smashed Formation Resting Spirit / Damage +5%
2 Defense +4
4 Defense +6
"MASTER! Required SP 8800

67 General of Minor Righteousness
Obtain: Win 300 battles
Effect: Increase allied Eres Gauge growth rate by 20(→30)%
1 ◆Evil Spirit Flash / Damage +5%
3 Vital / Max HP +40
5 ◆Crushing Thunder Killer / Damage +5%
※2 Defense +5
Defense +8
MASTER! Required SP 11400

68 Grand Gift Hall
Win 750 battles
Effect: Increase allies' Ares Gauge growth rate by 30(→40)%
★1 Decision / Reduce "Venom" effect +5%
3 Vital / Max HP +50
5 When Raylize/Ereslize, CC increase +1
2 Defense +6
4 Defense +9
"MASTER! Required SP 13000

69 Great Virtue Emperor
Win 2,500 battles
Effect: Increase allies' Ares Gauge growth rate by 40(50)%
1 ◆ Aurora Lotus / Damage +5%
23 Vital / Max HP +50
5 Defense+ / Defense +1 when leveling up
2 Defense +7
*4 Defense +11
MASTER! Required SP 45000

Enemy Researcher
Obtain: Enemy detection rate exceeds 10%
Effect: Grants the effective trait "Beast"
1 Disinsect / Damage reduction vs. "Insects" +5%
3 Dispist / Damage reduction +5%
5 Disbird / Damage reduction vs. "Birds" +5%
2 Evasion +3
4 Evasion +5
MASTER! Required SP 3900

71 Enemy Chief
Obtain: If enemy detection rate exceeds 30%
Effect: Adds the effective characteristic "Bird"
1 Dispist/ Damage reduction vs. "Beast" +5%
3 Dis Dragon / "Dragon Race" Damage Reduction +5%
5 Disdevil / Damage reduction vs. "Demons" +5%
2 Evasion +5
4 Evasion +8
MASTER! Required SP 9600

72 Enemy Mayor
Obtain: If enemy detection rate exceeds 60%
Effect: Adds the effective characteristic "Insect"
1 Dispard / Damage reduction vs. "Birds" +5%
3 Disdevil / Damage reduction vs. "Demons" +5%
5 Dischaos / Damage reduction vs. "Stars" +5%
2 Evasion +6
4 Evasion +9
"MASTER! Required SP 15000

73 Enemy Secretary
Obtain: If enemy detection rate exceeds 98%
Effect: Adds the effective characteristic "Fiend"
1 Disinsect / Damage reduction vs. "Insects" +5%
3 Diss Devil / "Yoma" Damage Reduction +5%
5 Diss Dragon / "Dragon Race" Damage Reduction +5%
2 Evasion +7
4 Evasion +11
MASTER! Required SP 36000

74 Armament Craftsman
Obtain: If maximum sell value of equipment exceeds 1,000 gald
Effect: When attack is canceled, win and recover CC +2 (→4)
1 Recover status ailments while Ley Recover / Eles Raise is active
3 Tension / HP recovery on critical +10
5 Vital / Max HP +30
2 Hit +6
4 Hit +6
MASTER! Required SP 3500

75 Equipment Roller
Obtain: If maximum sell value of equipment exceeds 50,000 gald
Effect: When attack is canceled, win and recover CC +3 (→6)
1 Enchant / Increase effect duration +20%
3 Vital / Max HP +50
5 ◆Sky-Splitting Blade / Damage +5%
2 Hit +6
4 Hit +9
MASTER! Required SP 13500

Asbel's Title

76 Supreme Weapon Living National Treasure

Obtain: Sell value of a weapon exceeds 200,000 Gald

Effect: When cancelling an attack, prevail and recover CC 4 (→8)

★1 Vital / Max HP +50	★1 When using Rayheal / Elesraize, HP recovery +30	★1 Accuracy +7
★3 Vital / Max HP +40	★3 Arcorn / Critical / Damage +5%	★4 Accuracy +11
★5 Vital / Max HP +50		MASTER! Required SP 23000

77 Loves Curry

Acquire: Cook "Curry" 10 times

Effect: After battle, 8 (→16) % chance to cook "Curry"

★1 Vitality/Max HP +40	★1 Rescue / When near-death, certain chance to recover +30%	★2 Magic Defense +4
★3 Vital / Max HP +40	★3 Rescue / When near-death, certain chance to recover +30%	★4 Defense +6
★5 Vital / Max HP +50	★5 Succeed/Limit Break CC+1	MASTER! Required SP 6000

78 Poison Guard

Obtain: Block 5 attacks of "Deadly Poison"

Effect: Block "Deadly Poison" (+CC recovery)

★1 Decision / Reduce "Poison" effect +5%	★1 Decision / Reduce "Poison" effect +5%	★2 Magic Defense +3
★3 Decision / Reduce "Poison" effect +5%	★3 Decision / Reduce "Poison" effect +5%	★4 Defense +5
★5 Decision / Reduce "Poison" effect +5%	★5 Decision / Reduce "Poison" effect +5%	MASTER! Required SP 4500

79 Paralyze Guard

Prevent the status "Mahi" from attacking 5 times

Effect: Prevent "Mahi" (plus CC recovery)

★1 Disparray / Reduce "Paralysis" effect +5%	★1 Disparray / Reduce "Paralysis" effect +5%	★2 Defense +3
★3 Disparray / Reduce "Paralysis" effect +5%	★3 Disparray / Reduce "Paralysis" effect +5%	★4 Magic Defense +5
★5 Disparray / Reduce "Paralysis" effect +5%	★5 Disparray / Reduce "Paralysis" effect +5%	MASTER! Required SP 5400

80 Burn Guard

Acquire: Prevent five attacks of "Burn"

Effect: Prevents "Burn" (+CC recovery)

※1 Divern / Reduce "Burn" effect +5%	※1 Divern / Reduce "Burn" effect +5%	★2 Magic Defense +4
★3 Divern / Reduce "Burn" effect +5%	★3 Divern / Reduce "Burn" effect +5%	★4 Magic Defense +6
★5 Divern / Reduce "Burn" effect +5%	★5 Divern / Reduce "Burn" effect +5%	MASTER! Required SP 6900

81 Stone Guard

Acquire: Prevent five attacks of "Petrify"

Effect: Prevents "Petrify" (+CC recovery)

★1 Distone / Reduce "Petrification" effect +5%	★1 Distone / Reduce "Petrification" effect +5%	★2 Magic Defense +4
★3 Distone / Reduce "Petrification" effect +5%	★3 Distone / Reduce "Petrification" effect +5%	★4 Magic Defense + 6
★5 Distone / Reduce "Petrification" effect +5%	★5 Distone / Reduce "Petrification" effect +5%	MASTER! Required SP 9000

82 Cursed Guard

Acquire: Prevent five attacks of "Death Curse"

Effect: Prevents "Death Curse" (+CC recovery)

★1 Discus / Reduce "Curse" effect +5%	★1 Discus / Reduce "Curse" effect +5%	★2 Magic Defense +6
★3 Discours / Reduce "Curse" effect +5%	★3 Discours / Reduce "Curse" effect +5%	★4 Magic Defense + 9
★5 Discours / Reduce "Curse" effect +5%	★5 Discours / Reduce "Curse" effect +5%	MASTER! Required SP 9500

83 Seal Guard

Acquire: Prevent five attacks of "Seal"

Effect: Prevents "Seal" (+CC recovery)

★1 Disseal / Reduce "Seal" effect +5%	★1 Disseal / Reduce "Seal" effect +5%	★2 Magic Defense +5
★3 Disseal / Reduce "Seal" effect +5%	★3 Disseal / Reduce "Seal" effect +5%	★4 Defense +8
★5 Disseal / Reduce "Seal" effect +5%	★5 Disseal / Reduce "Seal" effect +5%	MASTER! Required SP 9500

84 I.T.E

Acquire: Asbel accumulates 1,000,000 total damage received

Effect: Does not flinch from damage of 40 (80) or less

★1 Vital / Max HP +50	★1 While in Eles Rise, Attack increases +5%	★2 Defense +7
★3 Vital / Max HP +50	★3 While in Eles Rise, Attack increases +5%	★4 Defense +11
★5 Vital / Max HP +50	★5 While in Eles Rise, Attack increases +5%	MASTER! Required SP 45000

85 Kusunera (Shoplifter)

Acquisition: Steal items from enemies 10 times

Effect: Steal rate increased by 10% (→20%)

★1 Creive / Critical +1 against enemies with decreased evasion rate	★1 Creive / Critical +1 against enemies with decreased evasion rate	★2 Evasion +4
★3 Crimaxima / Critical +1 against the enemy with the highest HP	★3 Crimaxima / Critical +1 against the enemy with the highest HP	★4 Evasion +6
★5 Vivade / After 1 minute, perfect evasion for 4 seconds	★5 Vivade / After 1 minute, perfect evasion for 4 seconds	MASTER! Required SP 6600

86 Bundorya (Pillager)

Acquisition: Steal items from enemies 300 times

Effect: Steal rate increased by 15% (→30%)

★1 Rei Arts / While in Eles Rise, Attack increases +5%	★1 Survivor/Item Cooldown Reduction +8%	★2 Evasion +7
★3 Survivor/Item Cooldown Reduction +8%	★3 Survivor/Item Cooldown Reduction +8%	★4 Evasion +11
★5 Yyrise/After 1 minute, Crowd Control Increase +2	★5 Yyrise/After 1 minute, Crowd Control Increase +2	MASTER! Required SP 21000

87 Pride of the Fang

Acquisition: Use "Sword Fang" 90 times

When dealing damage, hold button to perform a low (→medium) chance counter attack

★1 Razor Fang / Critical Rate +15%	★1 Razor Fang / Critical Rate +15%	★2 Attack Power +3
★3 Vital / Max HP +30	★3 Vital / Max HP +30	★4 Attack +5
★5 Raid Fang / Chance counter	★5 Raid Fang / Chance counter	MASTER! Required SP 2700

88 Soul of the Fang

Acquisition: Use "Fang" 450 times

When damaged, long-press the button to counter attack with a low (→medium) probability

★1 Razor Fang / Critical Rate +15%	★1 Razor Fang / Critical Rate +15%	★2 Defense +5
★3 Vital / Max HP +40	★3 Razor Fang / Critical Rate +15%	★4 Defense +8
★5 Razor Fang / Chance counter	★5 Razor Fang / Chance counter	MASTER! Required SP 6300

89 Pride of Twin Impact

Acquisition: Use "Double Strike" 80 times

When damage occurs, hold the button to counter attack with a low (→medium) probability

★1 Twin Thrust / Critical Rate +15%	★1 Twin Thrust / Critical Rate +15%	★2 Accuracy +4
★3 Raging Dragon Ice Dance / Damage +5%	★3 Raging Dragon Ice Dance / Damage +5%	★4 Hit +6
★5 Twin Thrust / Chance counter	★5 Twin Thrust / Chance counter	MASTER! Required SP 4200

90 Twin Thrust Soul

Acquire: Use "Twin Thrust" 400 times

Effect: When damage occurs, hold the button to counter attack with a low (→medium) probability

★1 Twin Thrust / Critical Rate +15%	★1 Twin Thrust / Critical Rate +15%	★2 Evasion +6
★3 Vital / Max HP +40	★3 Double Kick / Critical Rate +15%	★4 Evasion +9
★5 Double Kick / Chance counter	★5 Double Kick / Chance counter	MASTER! Required SP 7800

91 Pride of the Funeral Blade
Obtain "Blade" used 70 times
Effect: When damage occurs, hold the button to counterattack with a low (→ medium) probability
★1 Deathblade / Critical Rate +15%
★3 Vital / Max HP +40
5 Burial Blade / Chance to counterattack with a low (→ medium) probability
2 Attack +5
4 Magic Attack +8
MASTER! Required SP 3200

92 Soul of the Burial Blade
Obtain "Blade" used 350 ti
Effect: When damage occurs, hold the button to counterattack with a low (→ medium) probability
★1 Burial Blade / Critical Rate +15%
★3 Vital / Max HP +50
5 Burial Blade / Chance to recover CC once
2 Magic Defense +7
4 Magic Defense +11
MASTER! Required SP 5800

93 Pride of Submersion
Obtain "Submersion Kick" u
When dealing damage, hold button to perform a low (→ medium) chance counterattack
1 Stealth Step / Chance to steal items
3 Decision / Reduce "Strong Poison" effect by 5%
5 Stealth Step / Critical Rate +15%
2 Attack Power +3
4 Attack +5
MASTER! Required SP 3600

94 Soul of Stealth
Obtain by using "Stealth Step" 450 times
When dealing damage, hold button to perform a low (→ medium) chance counterattack
1 Stealth Step / Critical Rate +15%
3 Ratsushinkoh Cannon / Damage +5%
5 Stealth Step / Chance to recover CC once
2 Attack Power +3
★4 Attack +5
"MASTER! Required SP 7200

Pride of the Sealed Wings
Use the "Sealed Wing Charg
Effect: When taking damage, hold the button
1 Sealed Wing Strike / Critical Rate +15%
3 Disperse / "Bird" Damage Reduction +5%
5 Sealed Wing Strike / Chance to reduce magical defense
2 Evasion +3
4 Evasion +5
"MASTER! Required SP 4200

96 Soul of the Sealed Wing
Unlock: Use "Sealed Wing Strike" 450 times
If When taking damage, hold button to perform a low (→ medium) chance counterattack
1 Sealed Wing Street / Critical Rate +15%
3 Dispard / Damage reduction vs. "Birds" +5%
5 Sealed Wing Strike / Chance to recover CC once
2 Evasion +3
★4 Evasion +5
"MASTER! Required SP 7800

97 Pride of the Water Shadow
Obtain: use "Water Shadow Form" 90 times
Effect: When damage occurs, hold the button to counterattack with a low (→ medium) probability
★1 Water Shadow Body / Critical Rate +15%
★3 Dispist/ Damage reduction vs. "Beast" +5%
5 Water Shadow Form / chance to decrease magic defense
※2 Defense +3
4 Defense +5
MASTER! Required SP 6800

98 Soul of the Water
Obtain: use "Water Shadow
When dealing damage, Hold the button for low (→ medium) chance to counterattack
*1 Water Shadow Body / Critical Rate +15%
3 Dispist/ Damage reduction vs. "Beast" +5%
5 Water Shadow Body / Chance to recover CC once
2 Defense +3
4 Defense +5
"MASTER! Required SP 9800

99 Pride of the Rending
Obtain: use "Rending Tiger C
Effect: When damage occurs, hold the button to counterattack with a low (→ medium) probability
★1 Rending Seismic Tiger Cannon / Critical Rate +15%
3 Cracked Sakura / Damage +5%
5 Rending Seismic Tiger Cannon / Chance to decrease defense
2 Attack +4
4 Attack +6
MASTER! Required SP 8800

100 Soul of the Rendi
Obtain using "Tiger Cannon" 400 times
Effect When damaged, hold the button to perform a low (→ medium) probability counterattack
1 Rending Seismic Tiger Cannon / Critical Rate +15%
3 Vital / Max HP +40
5 Rending Seismic Tiger Cannon / Restores 1 CC with a certain probability
2 Attack +4
4 Attack +6
MASTER! SP reqiured 10200

101 Pride of the Whirling Wolf
Obtain "Whirling Wolf Fang
When damage occurs, hold the button to counterattack with a low (→ medium) probability
1 Spinning Wolf Fang / Steals an item with a certain probability
3 Ray Heal / Restores +30 HP when Eles Rise
5 Spinning Wolf Fang / Critical Rate +15%
2 Evasion +4
4 Evasion +6
MASTER! Required SP 7800

102 Soul of the Whirling Wolf
Obtain "Wolf Fang" used 400
When dealing damage, hold the button for low (→ medium) chance to counterattack
1 Spinning Wolf Fang / Critical Rate +15%
3 Ray Heal / Restores +30 HP when Eles Rise
5 Spinning Wolf Fang / Restores 1 CC with a certain probability
2 Evasion +4
4 Evasion +6
MASTER! Required SP 11400

103 Pride of the Crushing
Use "砕陣霊臥" 80 times
Effect When damaged, hold the button to perform a low (→ medium) probability counterattack
1 Sajin Reiga / Critical Rate +15%
3 Vital / Max HP +30
5 Sajin Reiga / Chance to Recover HP
2 Attack Power +5
★4 Attack +8
MASTER! Required SP 9000

104 Soul of Sajin
Obtain: Use "Sajin Spirit" 400 t
On damage effect, hold the button for a low (→ medium) chance to counterattack
1 Sajin Reiga / Critical Rate +15%
3 Vital / Max HP +40
5 Sajin Reiga / Chance to recover CC once
2 Attack Power +5
4 Attack +8
MASTER! Required SP 12600

105 Dragon's Pride
Unlock: Use "Devastating Dragon Slash" 70 times
When dealing damage, Hold the button for low (→ medium) chance to counterattack
★1 Devastating Dragon Slash / Critical Rate +15%
★3 Dis Dragon / "Dragon Race" Damage Reduction +5%
5 New Devastating Dragon / Chance to Recover HP
2 Attack Power +5
4 Attack Power +8
MASTER! Required SP 10200

Asbel's Title

106 Dragon Soul

取得 Use "Bassaikyū Ranzan" 350 times

If When damaged, long-press the button to counterattack with low (→ medium) probability

★1 ◆Crush-Dragon Slash / Critical Rate +15%
★3 Disdragon / "Dragon" Damage Reduction +5%
5 ◆Counter Attack / Possibility to counterattack

※2 Attack Power +5
4 Attack Power +8
MASTER! SP Required 13000

107 Pride of Tenkū

Acquis Use "Four Burials Tenkū" 70 times

If When damaged, hold the button to perform a low (→ medium) chance counterattack

1 ◆Four Burials Tenkū / Critical Rate +15%
13 Distone / Reduces "Petrification" effect +5%
5 ◆Four Burials Tenkū / Ability to counterattack

2 Defense +6
Defense +9
"MASTER! Required SP 2000

108 Soul of Tenkū

Acquis Use "Four Burials Tenkū" 350 times

Effect: When taking damage, hold the button to perform a low (→ medium) chance counterattack

★1 ◆Four Burials Phantasm / Critical Rate +15%
★3 Distone / Reduce "Petrification" effect +5%
5 ◆Four Burials Phantasm / Chance to recover CC

2 Defense +6
Defense +9
"MASTER! Required SP 6800

109 Pride of Rift Sky

Obtain by using "Rift Blade"

Effect: When taking damage, hold the button to perform a low (→ medium) chance counterattack

1 ◆Sky-Splitting Blade / Critical Rate +15%
3 Crystone / +1 Critical against enemies affected by "Petrify"
5 ◆Sky-Splitting Blade / Chance to reduce Spell Defense

*2 Attack +6
Attack +9
MASTER! Required SP 2000

110 Soul of Rift Sky

Obtain by using "Rift Blade"

When dealing damage, hold button to perform a low (→ medium) chance counterattack

1 ◆Sky-Splitting Blade / Critical Rate +15%
3 Chrislow / +1 Critical against enemies affected by "Slow"
5 ◆Sky-Splitting Blade / Chance to reduce Spell Defense

Attack +6
Attack +9
"MASTER! Required SP 9800

111 Pride of Demon Fist

Obtain by using "Demon Go

Effect: When taking damage, hold the button

1 ◆Demonic Fist / Critical Rate +15%
3 Vital / Max HP +30
5 ◆Demonic Fist / Chance to reduce Magic Defense

2 Attack +4
4 Attack Power +6
MASTER! SP required 6000

112 Soul of Demon Fist

Use the "Demon God Fist" 450 times

Effect: When damage occurs, hold the button to counterattack with a low (→ medium) probability

★1 ◆Demonic Fist / Critical Rate +15%
3 Vital / Max HP +40
5 ◆Demonic Fist / Chance to reduce Magic Defense

2 Attack +4
4 Attack Power +6
MASTER! Required SP 12000

113 Pride of Ice Dance

Obtain: Use "Rising Dragon Ic

Effect Does not flinch from damage of 50 (70) or less

★1 ◆Rising Dragon Ice Dance / Accuracy +15%
3 Vital / Max HP +30
5 ◆Rising Dragon Ice Dance / Chance to steal an item

★2 Magic Defense +7
4 Defense +11
MASTER! Required SP 8800

114 Soul of Ice Dance

Unlock: Use "Rising Dragon Ice Dance" 400 times

Effect: Does not flinch from damage of 60 (90) or less

1 ◆Rising Dragon Ice Dance / Accuracy +15%
3 Vital / Max HP +40
5 ◆Rising Dragon Ice Dance / Certain chance to recover CC

★2 Magic Defense +7
4 Magic Defense +11
MASTER! Required SP 35000

115 Pride of Thunder Slash

Obtain: Use "Raizan Street"

Effect When damaged, hold the button to perform a low (→ medium) probability counterattack

1 ◆Raizanheng / Accuracy +15%
★3 ◆Retsushin Tiger Cannon / Damage +5%
5 ◆Raizan Charge / While holding the button after activation, the move changes

2 Attack +4
4 Magic Attack +6
MASTER! Required SP 4800

116 Soul of Thunder

Obtain: Use "Raizan Charge"

Effect When damaged, long-press the button to counterattack with low (→ medium) probability

1 ◆Raizan Charge / Accuracy +15%
★3 ◆Oborodzukiyo / Damage +5%
5 ◆Thunder Slash Street / Certain chance to recover CC

2 Attack +4
4 Magic Attack +6
MASTER! Required SP 8400

117 Pride of the Demon God

Obtain: Use the "Demon God

Effect When damaged, hold the button to perform a low (→ medium) probability counterattack, holding the button changes the technique

1 ◆Demon God Sword / Hit Rate +15%
3 Gain / Heal HP +20 on defeat
5 ◆Demon God Sword / Probability to counterattack

★2 Defense +3
★4 Magic Defense +5
MASTER! Required SP 6400

118 Soul of the Demon God

Acquis Use the "Demon God Sword" 800 times

Effect When damaged, hold the button to perform a low (→ medium) probability counterattack

1 ◆Demon God Sword / Hit Rate +15%
★3 Revive with Life Gain/Life Bottle: HP +10%
5 ◆Demon God Sword / Certain chance to recover CC

2 Defense +3
★4 Magic Defense +5
MASTER! Required SP 9800

119 Pride of the Collision

Unlock: Use "Collision Emperor Shock" 100 times

Effect When damaged, hold the button to perform a low (→ medium) probability counterattack, holding the button changes the skill

1 ◆Collision Emperor Shock / Accuracy +15%
3 Vital / Max HP +30
5 ◆Collision Emperor / Probability to counterattack

★2 Magic Attack +3
4 Magic Attack +5
MASTER! Required SP 9800

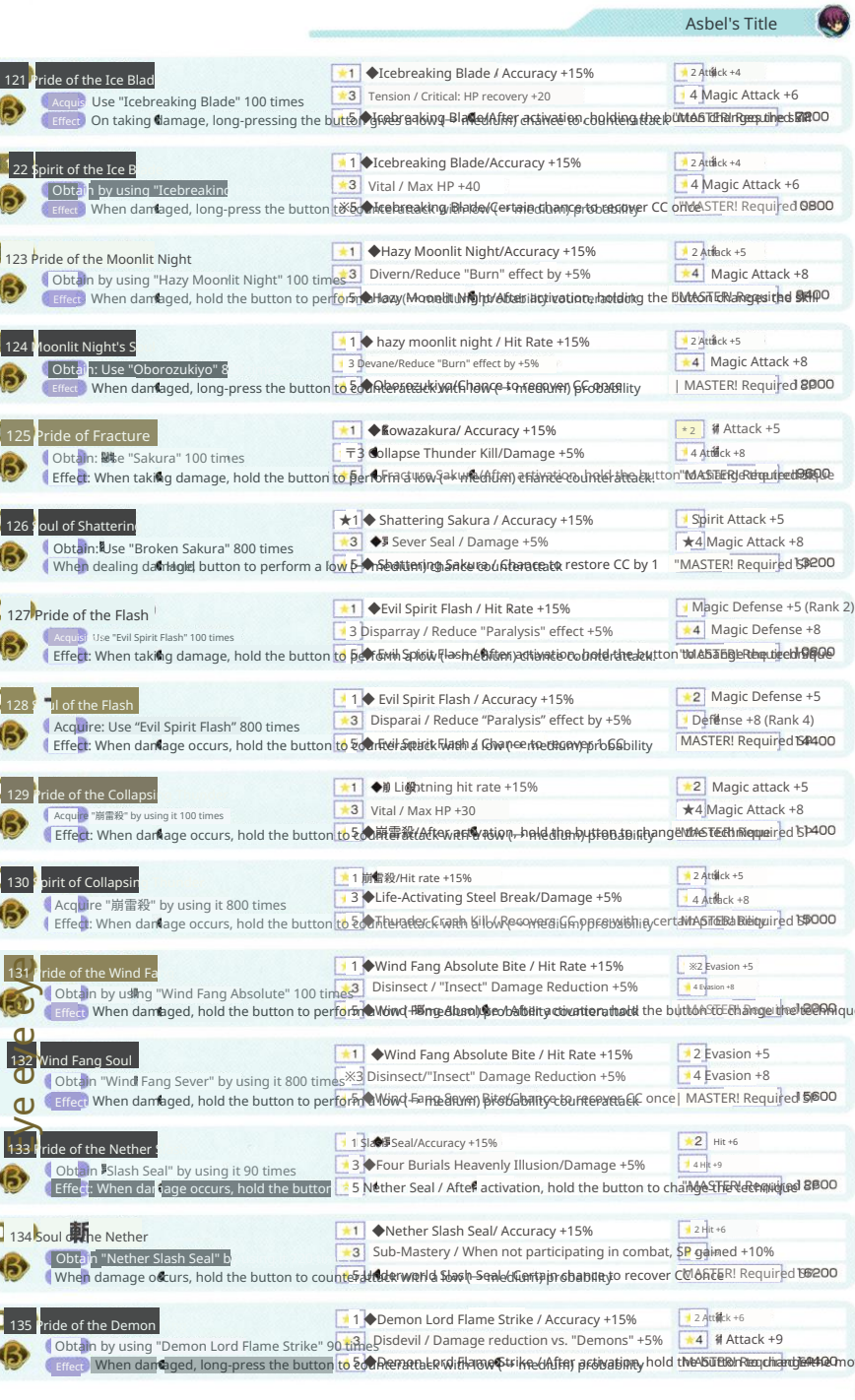
120 Soul of the Collision Emperor

Unlock: Use "Collision Emperor Shock" 800 times

Effect When damaged, long-press the button to counterattack with low (→ medium) probability

1 ◆Collision Emperor / Accuracy +15%
3 Vital / Max HP +30
5 ◆Collision Emperor / Certain chance to recover CC

2 Attack +3
4 Attack +5
MASTER! Required SP 9800



121 Pride of the Ice Blad
Acquis Use "Icebreaking Blade" 100 times
Effect On taking damage, long-press the butt gives a low (~medium) chance to counterattack
★1 ◆Icebreaking Blade / Accuracy +15%
★3 Tension / Critical: HP recovery +20
5 ◆Icebreaking Blade/After activation, holding the button changes the tech
Attack +4
4 Magic Attack +6
MASTER! Required SP 2800

122 Spirit of the Ice B
Obtain by using "Icebreakin
Effect When damaged, long-press the button to counterattack with a low (~medium) probability
★1 ◆Icebreaking Blade/Accuracy +15%
★3 Vital / Max HP +40
※5 ◆Icebreaking Blade/Certain chance to recover CC once
Attack +4
4 Magic Attack +6
MASTER! Required SP 10800

123 Pride of the Moonlit Night
Obtain by using "Hazy Moonlit Night" 100 times
Effect When damaged, hold the button to perform a low (~medium) probability counterattack
★1 ◆Hazy Moonlit Night/Accuracy +15%
★3 Divern/Reduce "Burn" effect by +5%
5 ◆Hazy Moonlit Night/After activation, holding the button changes the skill
Attack +5
★4 Magic Attack +8
MASTER! Required SP 9400

124 Moonlit Night's S
Obtain: Use "Oborozukiyo" 8
Effect When damaged, long-press the button to counterattack with low (~medium) probability
★1 ◆ hazy moonlit night / Hit Rate +15%
3 Devane/Reduce "Burn" effect by +5%
5 ◆Oborozukiyo/Chance to recover CC once
2 Attack +5
★4 Magic Attack +8
MASTER! Required SP 8900

125 Pride of Fracture
Obtain: Use "Sakura" 100 times
Effect: When taking damage, hold the button to perform a low (~medium) chance counterattack
★1 ◆Kowazakura/ Accuracy +15%
3 Collapse Thunder Kill/Damage +5%
5 ◆Kowazakura/After activation, hold the button to change the technique
★2 Attack +5
4 Attack +8
MASTER! Required SP 9800

126 Soul of Shatterin
Obtain: Use "Broken Sakura" 800 times
When dealing damage, hold button to perform a low (~medium) chance counterattack
★1 ◆ Shattering Sakura / Accuracy +15%
★3 Sever Seal / Damage +5%
5 ◆Shattering Sakura / Chance to restore CC by 1
Spirit Attack +5
★4 Magic Attack +8
"MASTER! Required SP 13200

127 Pride of the Flash
Acquis Use "Evil Spirit Flash" 100 times
Effect: When taking damage, hold the button to perform a low (~medium) chance counterattack
★1 ◆Evil Spirit Flash / Hit Rate +15%
3 Disparray / Reduce "Paralysis" effect +5%
5 ◆Evil Spirit Flash / After activation, hold the button to change the technique
Magic Defense +5 (Rank 2)
★4 Magic Defense +8
MASTER! Required SP 10800

128 Soul of the Flash
Acquire: Use "Evil Spirit Flash" 800 times
Effect: When damage occurs, hold the button to counterattack with a low (~medium) probability
★1 ◆ Evil Spirit Flash / Accuracy +15%
★3 Disparai / Reduce "Paralysis" effect by +5%
5 ◆Evil Spirit Flash / Chance to recover 1 CC
★2 Magic Defense +5
Defense +8 (Rank 4)
MASTER! Required SP 14400

129 Pride of the Collapsi
Acquire "崩雷殺" by using it 100 times
Effect: When damage occurs, hold the button to counterattack with a low (~medium) probability
★1 ◆崩 Lightning hit rate +15%
★3 Vital / Max HP +30
5 ◆崩雷殺/After activation, hold the button to change the technique
★2 Magic attack +5
★4 Magic Attack +8
MASTER! Required SP 11400

130 Spirit of Collapsin
Acquire "崩雷殺" by using it 800 times
Effect: When damage occurs, hold the button to counterattack with a low (~medium) probability
★1 崩雷殺/Hit rate +15%
★3 ◆Life-Activating Steel Break/Damage +5%
5 ◆Thunder Crash Kill / Recovers CC once with a certain probability
2 Attack +5
4 Attack +8
MASTER! Required SP 15000

131 Pride of the Wind Fa
Obtain by using "Wind Fang Absolute" 100 times
Effect When damaged, hold the button to perform a low (~medium) probability counterattack
★1 ◆Wind Fang Absolute Bite / Hit Rate +15%
★3 Disinsect / "Insect" Damage Reduction +5%
5 ◆Wind Fang Absolute Bite/After activation, hold the button to change the technique
※2 Evasion +5
4 Evasion +8
MASTER! Required SP 12000

132 Wind Fang Soul
Obtain "Wind Fang Sever" by using it 800 times
Effect When damaged, hold the button to perform a low (~medium) probability counterattack
★1 ◆Wind Fang Absolute Bite / Hit Rate +15%
※3 Disinsect/"Insect" Damage Reduction +5%
5 ◆Wind Fang Sever Bite/Chance to recover CC once
2 Evasion +5
4 Evasion +8
MASTER! Required SP 15600

133 Pride of the Nether
Obtain "Slash Seal" by using it 90 times
Effect: When damage occurs, hold the buttor
1 Slash Seal/Accuracy +15%
★3 ◆Four Burials Heavenly Illusion/Damage +5%
5 Nether Seal / After activation, hold the button to change the technique
★2 Hit +6
4 Hit +9
MASTER! Required SP 8800

134 Soul of the Nether
Obtain "Nether Slash Seal" b
When damage occurs, hold the button to counterattack with a low (~medium) probability
★1 ◆Nether Slash Seal/ Accuracy +15%
★3 Sub-Mastery / When not participating in combat, SP gained +10%
5 ◆Nether Slash Seal / Certain chance to recover CC once
2 Hit +6
MASTER! Required SP 16200

135 Pride of the Demon
Obtain by using "Demon Lord Flame Strike" 90 times
Effect When damaged, long-press the button to counterattack with low (~medium) probability
★1 ◆Demon Lord Flame Strike / Accuracy +15%
★3 Disdevil / Damage reduction vs. "Demons" +5%
5 ◆Demon Lord Flame Strike /After activation, hold the button to change the move
2 Attack +6
★4 Attack +9
MASTER! Required SP 14400

System

Asbel (Childhood)
Sophie (childhood)
Hubert (childhood)
Richard (Young)
Asbel
Sophie
Hubert
Richard
Pascal

Asbel's Title

136 Soul of the Demon Lord	★1 ◆Demon Lord Flame Strike / Accuracy +15%	◎2 Magic Attack +6	
Acquire: Use "Demon King's Flame Wave" 720 times	★3 Disdevil/ "Yoma" Damage Reduction +5%	★4 Magic Attack +9	
Effect: When taking damage, hold the button to perform a low (→medium) chain counterattack	◆Demon Lord's Flame Wave / Chance to counterattack CC once	MASTER! Required: 18000	
1137 Pride of Shiden	★1 ◆Shiden Mettenshō/ Accuracy +15%	★2 Evasion +6	
Obtain "Shiden Mettenshō" by using it 90 times	★3 Rei Arts / While in Eles Rise, Attack increases +5%	★4 Evasion +9	
On effect damage, hold the button for a low (→5 times) After activating Shiden Mettenshō, hold the button to change the skill		MASTER! Required: 18000	
138 Soul of Shiden	★1 Shiden Mettenshō/ Accuracy +15%	★2 Evasion +6	
Use "Shiden Metsuten-sho" 720 times	★3 During Ray Burst / Eleslize: Magic attack power +5%	★4 Evasion +9	
Effect: When taking damage, hold the button to perform a low (→medium) chain counterattack	◆Shiden Mettenshō / Chance to counterattack CC once	MASTER! Required: 9200	
139 Pride of the Deified	★1 ◆Deified Sparrow Blossom / Accuracy +15%	★2 Magic Defense +6	
Acquire: Use "Deified Sparrow Blossom" 90 times	★3 Disseal / "Sealed" effect reduced by 5%	※4 Magic defense +9	
Effect: When damaged, hold the button to perform a low (→medium) chain counterattack	◆Deified Sparrow Blossom / Activates after activation, hold the button to change the technique	MASTER! Required: 9200	
140 Soul of the Deified	★1 ◆Deified Sparrow Blossom / Accuracy +15%	※2 Magic Defense +6	
Use "Fengshen Quehua" 720 times	★3 Discurse / Mitigate "Curse" effect +5%	★4 Defense +9	
On effect damage, hold the button for a low (→5 times)	★5 Fengshen Quehua / Chance to recover CC once	MASTER! Required: 21300	
141 Pride of the Collapsing Dragon	★1 ◆Genma Shōretsuha / Accuracy +15%	★2 Attack +6	
Use "Genma Kappa" 90 times	※3 ◆Fengshen Quehua / Damage +5%	★4 Magic Attack +9	
Fried Fruit: When damaged, holding the button	★5 ◆Phantom Demon Pierce / Evasion Rate Increase	MASTER! Required: 9200	
142 Soul of the Crumbling Dragon	★1 ◆Genma Shōretsuha / Accuracy +15%	★2 Evasion +6	
Acquire: Use "Phantom Demon Pierce" 720 times	★3 ◆Tyrant Path Seal Reduction / Damage +5%	★4 Evasion +9	
If damaged, hold the button to perform a low (→5 times) ◆Phantom Demon Pierce / Certain chance to recover CC once		MASTER! Required: 23800	
143 Pride of the Tyrant Path	★1 ◆Tyrant Path Seal Reduction / Accuracy +15%	★2 Magic Attack +7	
Obtain by using "Tyrant Path Annihilation" 80 times	★3 Vital / Max HP +40	★4 Magic Attack +11	
Effect: Does not flinch from damage of 30 (50) or less	◆Hado Mefuu / Has a chance to lower magical defe	MASTER! Required: 25200	
144 Soul of Hado	★1 ◆Hado Metsufū / Hit rate +15%	★2 Attack +7	
Acquire: Use "Hado Mefuu" 640 times	★3 Enchant/Increase effect duration +20%	★4 Magic Attack +11	
Effect: Does not flinch from damage of 40 (→60) or less	◆Hado Metsufū / Chance to recover 1 CC	"MASTER! Required: 28800	
145 Pride of Aurora	★1 ◆Aurora Lotus / Accuracy +15%	★2 Magic Defense +7	
Acquire: Use "Aurora Lotus"	★3 Vital / Max HP +40	★4 Magic Defense +11	
If	★5 ◆Aurora Lotus / Chance to instantly defeat an enemy	MASTER! Required: 30900	
146 Soul of Aurora	★1 ◆Aurora Lotus / Accuracy +15%	★2 Magic Defense +7	
Acquire: Use "Aurora Lotus" 560 times	★3 Vital / Max HP +50	★4 Defense +11	
Effect: Does not flinch from damage of 60 (90) or less	◆Aurora Lotus / Certain chance to recover CC once	MASTER! Required: 34500	
147 Pride of Steelbreaker	★1 ◆Revitalizing Steel Break / Accuracy +15%	★2 Attack +7	
Obtain "Kasshin Kōha" used	★3 Vital / Max HP +40	★4 Magic Attack +11	
Effect: Not staggered by damage of 30 (→50) or less	◆Revitalizing Steel Break / Chance to decrease mag	MASTER! Required: 25200	
148 Soul of Kōha	★1 ◆Revitalizing Steel Break / Accuracy +15%	★2 Magic Attack +7	
Obtain "Kasshin Kōha" used 640 times	★3 Vital / Max HP +50	★4 Magic Attack +11	
Effect: Does not flinch from damage of 40 (→60) or less	◆Revives Will Steel/Recovers CC once with a certain	MASTER! Required: 31200	
149 Arts Fighter	★1 Crit Defend / Critical +1 against enemies with decreased defense	★2 Attack +7	
Obtain all titles from 87 to 114	★3 Vital / Max HP +50	★4 Attack +11	
Effect: Critical rate of Arts skills increased by 20 (→30)%	◆White Night Annihilation Sword / Activates during combo after 50 or more hits	MASTER! Required: 36000	
150 Burst Fencer	★1 Gain / Recover +30 HP on defeat	★2 Magic Attack +7	
Obtain all titles from 115 to 148	★3 Vital / Max HP +50	★4 Attack +11	
If Burst technique critical rate increases by 20(30)%	★5 Resist+ / Magic defense +1 when leveling up	MASTER! Required: 48000	

151 Become-Sophi

Acquisition: Give the "Silver Statue" to the humanoid in Teros Astyu
Effect: While the costume is changed, recover HP every 2 seconds

1 Vital / Max HP +20		2 Attack Power +5
3 Trendy / Become Sophi		4 Attack Power +8
5 Reinforce / CC recovery speed increases by 4%		"MASTER! Required 8000

152 Become-Hubert

Obtain: Give the "Azure Sea Statue" to the humanoid in Teros Astyu
Effect: While the costume is changed, recover HP every 2 seconds

1 Vital / Max HP +20		2 Defense +5
3 Hybrid / Become Hubert		4 Defense +8
5 Reinforce / CC recovery speed increases by 4%		"MASTER! Required 8000

153 Become-Sheria

Acquisition: Give the humanoid of Telos Astyu the "Amber Statue"
Effect: While costume is changed, recover HP every 2 seconds

1 Vital / Max HP +20		2 Hit +5
3 Sheriatch / Become Sheria		4 Hit +8
5 Reinforce / CC recovery speed increases by 4%		"MASTER! Required 8000

154 Become Malik

Obtain: Give the humanoid of Telos Astyu the "Statue of the Abyss"
Effect: While the costume is transformed, recover HP every 2 seconds

1 Vital / Max HP +20		2 Attack +5
3 Malikath / Become Malik		4 Attack +8
5 Reinforce / CC recovery speed increases by 4%		"MASTER! Required 8000

155 Become Pascal

Acquisition: Give the humanoid of Telos Astyu the "Crimson Lotus Statue"
Effect: While the costume is transformed, recover HP every 2 seconds

1 Vital / Max HP +20		2 Magic Defense +5
3 Pascarich / Become Pascal		4 Magic Defense +8
5 Reforge / CC recovery speed increased by 4%		"MASTER! Required 9200

156 Become Richard

Obtain: Give the humanoid of Telos Astyu the "Golden Statue"
If while the costume is transformed, recover HP every 2 seconds

1 Vital / Max HP +20		2 Evasion +5
3 Become Rich / Richard		4 Evasion +8
5 Reinforce / CC recovery speed increases by 4%		"MASTER! Required 9500

157 The Black-Clothed Condemner

Obtain with T58 "Magic Karuta" (→P413)
Effect: While costume is changed, recover HP every 2 seconds

1 Vital/Max HP +30		2 Attack Power +3
3 Costume / Allows outfit change		4 Attack +5
5 Vital / Max HP +30		MASTER! Required 9000

158 Black-Eyed Patch Suit

Acquisition: Purchase via download
Effect: While costume is changed, recover HP every 2 seconds

1 Vitality/Max HP +50		2 Attack Power +3
3 Costume / Allows outfit change		4 Attack +5
5 Vital / Max HP +50		"MASTER! Required 8000

159 .hack//Haseo

Acquisition: Purchase via download
If: While costume is changed, recover HP every 2 seconds

1 Vital / Max HP +50		2 Attack Power +3
3 Costume / Allows outfit change		4 Attack +5
5 Vital / Max HP +50		"MASTER! Required 8000

160 Flight Fencer

Acquisition: Purchase via download
Effect: While changing costume, recover HP every 2 seconds

1 Vitality/Max HP +50		2 Attack +3
3 Costume / Allows outfit change		4 Attack +5
5 Vital / Max HP +50		"MASTER! Required 8000

161 Trendy High School Student

Acquisition: Purchase via download
Effect: While changing costume, recover HP every 2 seconds

1 Vital / Max HP +50		2 Attack Power +3
3 Costume / Allows outfit change		4 Attack +5
5 Vital / Max HP +50		"MASTER! Required 8000

162 Kingdom's Guest Swordsman

Acquisition: Purchase via download
Effect: While changing costume, recover HP every 2 seconds

1 Vital / Max HP +50		2 Attack Power +3
3 Costume / Allows outfit change		★4 Attack +5
5 Vital / Max HP +50		"MASTER! Required 8000

163 Suzaku Kururugi

Purchase via download
Effect: While changing costume, recover HP every 2 seconds

1 Vitality/Max HP +50		2 Attack Power +3
3 Costume / Allows outfit change		4 Attack +5
5 Vital / Max HP +50		"MASTER! Required 8000

164 Gale Hero Applicant

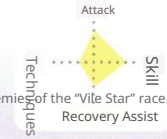
Pre-order Bonus
Effect: While costume is changed, recover HP every 2 seconds

1 Vital / Max HP +50		2 Attack +3
3 Costume/Outfit change available		4 Attack +5
5 Vital / Max HP +50		MASTER! Required 8000

Sophie

Sophie

Sophie is a fighter who confuses enemies with nimble movements and a wide array of strikes, and she is also a rare asset who can heal using Burst arts. She is also reliable for her strength against enemies of the "Vile Star" race.



Weapons List
Armor/Robe Clothing
Unique Anklet

Ability Description Fight centered on Arts techniques while keeping support in mind

Sophie, whose attack is higher than her magic attack, primarily fights by chaining Arts techniques. Include her Burst skill in combos once you have enough CC, and target enemy weaknesses. Because Sophie can also use healing magic, when the healers are overwhelmed she should pause her attacks and switch to supporting allies.

As the type who rushes to the front line and initiates attacks faster than anyone else, her low magic defense and accuracy are a concern. "Violent Star"

In late battles where enemies of the Species appear more often, she will see frequent use, so especially her magic defense should be reinforced so she can withstand counterattacks from magical strikes. On the other hand, Sophie, who excels in defense and evasion, is exceptionally resilient among characters with healing abilities. It is also important to shorten the casting time of healing magic with skills and increase the amount healed so she can quickly follow up and rescue allies in danger.

▼ Status Growth Tendencies

	HP	Attack reconnaissance	Defense	Magic Attack	Magic Defense	Accuracy	Evasion
Level 10	854	91	118	41	55	59	119
Level 50	2374	234	303	106	141	152	316
Level 100	3533	342	443	155	206	223	469
Level 150	4483	430	558	195	259	280	596
Level 200	5433	518	672	235	312	337	724

Arts Skill: Martial Arts

Delivers rapid attacks using knife-hand strikes and kicks. Primarily intended for close combat, it generally has a short reach. Because it is triggered by charges such as "Sōtōshō Teiboha" (Twin Palm Strike: Base Break) and thus counts as an Art skill, it can chain up to five steps at most. See the next page for details on charging.

Recommended Ar

Psychoplasm Barrier Break

Among CC3 techniques, this one is particularly quick to initiate and links smoothly. Another advantage is that it easily connects to

▼ Artes Route

	CC1	CC2	CC3	CC4
◉	Dao Hui	Triple Scatter	Double Moon	Piercing Light
⬆／⬇＋◉		Hawk Claw Assault	Seppa Shock	Chain Qi Roar Contraction
<<+0		Renli Flash	Psychoplasm Barrier Break (Recommended)	Absolute Annihilation
<>-+0		Twin Dragon Kick	Whirling Illusion Dance	Radiant Wing Sky Soar

Burst Skill: Regeneration Art

Healing arts and qigong-style techniques restore allies' HP and cure status ailments, and can also enhance parameters. Most of these techniques target a single ally, so their casting times are relatively short. The offensive techniques are largely high-power attacks, and most carry the effective trait "Raging Star."

Recommended Arts/Techniques

Sense Flare

Using this almost guarantees a critical hit and increases the maximum CC. It is recommended to pair it with "First Aid."

Combo Explanation — A linked attack used to trigger "Fire Dragon Flame Dance"

The combo is a sequence of arts techniques delivered while staying close to the enemy to keep the chain going. If you stop at CC4, a move that knocks the enemy back—such as "Retsu-Kou Annihilation"—is fine for the finisher. If you have spare CC, you can finish with a charged attack. Combo 2 is one example of the sequence that activates the secret art "Fire Dragon Flame Dance." "Fire Dragon Flame Dance" is triggered by using the CC1, CC2, CC3, and CC4 techniques in succession while the enemy's movement is frozen by "Acupoint Binding

While the enemy's movement is halted, use CC1, CC2, CC3, and CC4 techniques in succession to activate it. First, forcibly wake the downed enemy from "Acupoint Binding State" with "Scholar Gunner," then close the distance with "Astral Belt." It's acceptable for the following "Blade Radiance" to miss, as long as you land the CC2 move "San-San" at the end, which will meet the activation conditions for "Fire Dragon Flame Dance."

▼ Recommended combos

Combo 1 — Necessary CC: **12**

> Blade Radiance — Order: Double electric feet — Pei Particle Barrier (Spirit Particle Block) — Chain Qi Roar Contraction — Xue Double Palm Strike Bottom Break

Combo 2 — Necessary CC: **14**

(2) Press 轉態 Point — Scalar Gunner — 3 Astral Belt — Ascend Knife Radiance — Triple Scatter — Fire Dragon Flame Dance

Accel Mode — Start combo from a high-speed front step

High Boost

Required title 23: Sofi Rant

Effect

- Recovers 20% HP every 1 second
- CC rapidly recovers
- Can instantly teleport and attack with Front Step (Power: 90, Critical: 200)

[Duration] Amount of the Accel Gauge × 15 seconds (50% → 7.5 seconds, 100% → 15 seconds)

While Accel Mode is active, Front Step is enhanced, allowing you to instantly move to the target's back. When doing so, you deal damage to the crossed target and stagger them, enabling follow-up combos. You recover HP every second, and CC also recovers rapidly, so it is safe to press the offense using powerful moves. Flood the field with burst techniques.

Select a target and use Front Step to instantly teleport to the enemy's rear. You can also rush to the last allies

Initiate a Charged Skill from an Arts skill!

After learning the charged skill "Twin Clash Palm Base Break," if you press and hold the button after using an Arts skill, a "Charge Skill Gauge" appears. Continue charging, and when the gauge is full, release the button to unleash "Twin Clash Palm Base Break." Learning higher-level charged skills allows you to store two or more gauges, "Shishi Senkou" activates after charging two gauges, and "Tenketsu Shakutai" activates after charging three gauges. The charge attacks have high power and critical rate relative to their CC cost, and by learning certain skills, they can gain an effect that restores HP to full with a chance on hit. They are best used inserted between Arts-technique combo attacks.

The more consecutive combos immediately before, the faster the special move gauge charges. If there are 6 or more consecutive hits, it instantly fills to max

The special move can be used only once during a single combo. Also note that it will not activate if CC is insufficient

System

Asper (Childhoo
- Sofi (Child
"Hubert (childho
Richard (Childh
Asbel
Sophie
Sheria
Malik

技 Attack CC1

Uki

Dao Hui

Power 100 Hit Count 1 Critical 100 Casting Time

She extends a photonic blade like a swordhand and slams it into the enemy.
The attack changes depending on the stick input direction, and pressing left or right moves her s

習得 Enhancement Le

技 Attac CC2

Southern

Triple Scatter

Power 180 Hit Count 3 Critical 120 Casting Time

She delivers three rapid punches in succession. Because she lunges
dramatically toward the target as the move activates, it easily connects even from some distance

習得 Enhancement Learned from the start 90 Pride of Sansan 1/591 Soul of Sansan 1/5

技 Attac C3

Sogetsu

Double Moon

Power 260 Hit Count 4 Critical 150 Casting Time

Performs repeated airborne spinning kicks to juggle enemies. Often whiffs if
used after "Jinrei Flash". Also, linking into "Retsu Kō Zanmetsu" breaks the combo.

習得 Enhancement Learned from the start 92 Pride of the Twin Moons 1/

技 Attack C4

Senko

Piercing Light

Power 350 Hit Count 7 Critical 200 Casting Time

Jumps high and fires a photon laser at targets from the air. The move has
slow startup but wide attack coverage and can hit enemies who are downed.

習得 Enhancement Learned from the start 94 Pride of the Piercing Light 1/5 95 Soul of the Piercing Light 1/5

技 Attac C2

Yousou Shuugeki

Hawk Claw Assault

Power 190 Hit Count 2 Critical 120 Casting Time

The upward kick launches the enemy, immediately followed by a stomp. It
closes distance to the opponent in an instant; if the combo ends with this move, the user will jum

Obtain/Enhan the Amnesiac Girl 14 Presence of the Present 5 25 Brawler 196 Pride of the Hawk Claw 1/597 Soul of the Hawk Claw 1/5

技 Attack CC2

Jinreisen

Renli Flash

Power 180 Hit Count 2 Critical 120 Casting Time

A slashing attack with a blade of light. On the second strike, you slide left while knocking the ene
direction. It tends to miss if chained into "Twin Crescent".

Learn/Enhance 1 Amnesiac Girl 32 Girl Named for a Flower 325 Brawler 398 Pride of Jinzo 1/5 99 Soul of Jinrei 1/5

技 Attac C2

Soryu Kyaku

Twin Dragon Kick

Power 190 Hit Count 2 Critical 120 Casting Time

Performs extremely fast alternating jumping kicks to the left and right. The second hit knocks the
herself also moves, you can continue combos while keeping the opponent in front.

習得 Enhancement 2 Girl Named for a Flower 14 Presence of Reality 139 One-Stroke Princess 1100 P 1/5 101 Soul of

技 Attac

Seppashou

Seppa Shock

Power 280 Hit Count 3 Critical 150 Casting Time

A high-speed movement that closes distance to the enemy while attacking. If the initial step-in hi
the second strike activates. It pairs well with "Renki Goushuku" for easy combo follow-up.

Learn/Enhance 5 Girl of That Day 5 6 Changing Girl 1 25 Brawler 5 102 Pride of Setsuha 1/5 103 Soul of Destruction 1/5

技 Attac C3

Reishishoudan

Psychoplasm Barrier Break (alternate)

Power 260 Hit Count 5 Critical 150 Casting Time

Creates a wall of light in front, then launches it forward to attack. The move
has a quick startup and long reach, and it can smoothly link with any CC4 Arts technique.

Acquisition/Enhancement 6: The Changing Girl 345 Saber 1 104 Pride of Disruption 1/5 105 Soul of Disruption 1/5 134 Pride of Drawn Swo

技 Attack CC3
Sengenbu
Whirling Illusion Dance

Power 270 | Hit Count 5 | Critical 150 | Casting Time

Generates a knife-hand and begins spinning while repeatedly slashing to launch enemies into the air. Because the user moves during the attack, other enemies can also be h

Acquisition Enhancement 7: Anxious Girl 361 Item Getter 1106 Pride of Rotational Illusion 1/5 107 Soul of Rotational Illusion 1/5 136 Pride of

技 Attack CC4
Renkigoushuku
Chain Qi Roar Contraction

Power 320 | Hit Count 9 | Critical 200 | Casting Time

Hurls a clump of energy at enemies to attack. It also hits downed foes, and among CC4 Arts techniques it has the fastest activation, making it easy to include in combos.

Learned/Reinforced 27 Martial Artists 162 Item Beauty 364 Chief Mastery 1 108 Pride of Kenki 1/5 109 Soul of Kenki 1/5

技 Attack CC4
Rekkouzanmetsu
Retsu Hole Annihilation

Power 400 | Hit Count 6 | Critical 200 | Casting Time

Delivers a sharp kick from the air, then follows up with consecutive kicks after landing. Because the initial kick has a delayed activation, if you use it in a sequence, connect it

Setsoku Enhancement 15 Awakening's Beginning 328 Veteran Brawler 157 Force Smasher 3110 Pride of Rekkou 1/5 111 Soul of Rekkou 1/5

技 Attack CC4
Kouyoku Tenshou
Radiant Wing Sky Soar

Power 360 | Hit Count 6 | Critical 200 | Casting Time

Launches the enemy high into the air, then uses wings of light to strike them again as they fall. Note: chaining this skill from "Seppashou" tends to break the combo more easily.

Acquisition/Enhancement 9 Photoss 1/3 16 Version 6.1 329 Veteran Healer 1 112 Pride of Koushou 1/5 113 Soul of Koushou 1/5

Double Recovery CC3
First Aid
—

Power – | Hit Count – | Critical – | Casting Time 2.50 seconds

Heals one ally for 30% HP using restorative magic. The amount healed is small, but it consumes little CC and has a short cast time. It also features quick transition back to at

Acquisition Enhancement Learned from the start 3 Similar Girl 126 Healer 142 Skill Beginner 5120 Pride of Care 1/5 121 Soul of Care 1/5

B Spell Recovery CC4
Heal
—

Power – | Hit Count – | Critical – | Casting Time 3.50 seconds

A spell that restores 50% HP to one ally. Like "First Aid," it allows the caster to begin attacking immediately upon activation, making it easy to intercept approaching enemies.

Learn/Enhance 7 Girl of Anxiety 126 Healer 5 120 Pride of Tending 3122 Pride of Healing 1/5 123 Soul of Healing 1/5

(B) Strength Recovery CC5
Cure
—

Power – | Hit Count – | Critical – | Casting Time 60 seconds

A healing spell that restores 80% HP to one ally. It consumes a large amount of CC but is invaluable for bringing characters back from near death. Skill learning can enable full re

習得 Enhance 28 Veteran Brawler 3 47 Chakra 5 124 Pride of Full Recovery 1/5 125 Soul of Full Recovery 1/5 126 Pride of Awareness 3

Active R
Raise Soul
—

Power – | Hit Count – | Critical – | Chanting time 5.50 seconds

Revives one ally from incapacitation and then restores 30% HP. The amount healed is small, so if used on a fallen ally, subsequent follow-up is important.

Learn/Enhance 26 Healer 347 Chakra 1 122 Pride of Healing 3 126 Pride of Awareness 1/5 127 Soul of Awareness 1/5

(II) Skill Recovery CC4
Ataraxia
—

Power – | Hit Count – | Critical – | Casting Time

Removes all of your own status ailments. Also, only when a status ailment is cured, an effect is applied for a while that prevents all status ailments.

Learn/Enhance 47 Chakra 352 Combo Fighter 5 58 Trait Girl 128 Pride of Dispel 1/5 129 Soul of Dispel 1/5

技 Auxiliary CC4

Sensflare

—

Power – Hit Count – Critical – Casting Time

By increasing concentration, the next skill you unleash gains a 10 fold increase to hit rate and critical rate. The technique's effect persists until the next attack hits

Alert/Enhancement 13 Lady Sofia 340 Wild Girl 182 Jogging Runner 1130 Pride of Spirit 1/5 131 Spirit of Urgency 1/5

技 Attack CC3

Repera Charge

Power 520 Hit Count 1 Critical 500 Casting Time

When activated just before receiving an enemy attack, you defend and simultaneously counterattack with a counter technique. The timing is strict, but if successful it d

習得 Enhancement 33 Knowledge of Drawing the Sword 553 Combo Hunter 370 Awakened One 5 132 Pride of Counter 1/5 133 Soul of C

技 Attack CC3

Astral Belt

Power 250 Hit Count 1 Critical 40 Casting Time

Rush rapidly toward the target and slash with a photon sword. The move has a fast startup, and a steel body is applied, allowing the user to avoid flinching from an enemy attack once.

Learn/Enhance 12 Heaven Girl 527 Martial Artist 5 33 Drawn Sword Insight 3 134 Drawn Sword Pride 1/5 135 Drawn Sword Soul 1/5

() Note Attack CC4

Yubert

Power 400 Hit Count 8 Critical 60 Casting Time

Using rotational momentum to rise while repeatedly kicking, it launches and knocks up surrounding enemies. It registers many hits but the skill activates slowly, making it di

Yukito/Enhance 16 Version 6.15 34 Dual-Sword Insight 380 Chat Maniac 5 136 Dual-Sword Pride 1/5 137 Dual-Sword Soul 1/5

(Ni) 技 Attack CC3

Shell Throw

Power 300 Hit Count 4 Critical 70 Casting Time

Jumps high and emits countless photons toward the ground. The photons spread over a wide area, allowing the user to evade multiple enemies by jumping and attack the

Learn/Enhance 13 Miss Sophie 535 Dagger Insight 379 Chat Freak 3 138 Dagger Pride 1/5 139 Dagger Soul 1/5

技 Attack CC3

Mark Revers

Power 330 Hit Count 1 Critical 100 Casting Time

Throw a photon blade forward. To hit distant enemies, understand its trajectory and range. You can activate other spells or techniques immediately after throwing the

Skill Reinforcement 14 Believe In the Oath 5 36 Blade-Throwing Insight 379 Chat Freak 5 140 Blade-Throwing Pride 1/5 141 Blade-Throwi

技 Attack CC4

Scholar Gunner

Power 470 Hit Count 1 Critical 80 Casting Time

Fire a condensed photon like a cannon to snipe a target. Its range is approximately three steps. It deals high damage and can hit enemies who are downed.

習得 Reinforcement 15 The Beginning of Awakening 537 Long Gun Mastery 380 Chat Maniac 3 142 Long Gun Pride 1/5 143 Long Gun So

技 Attack CC6

Catastrophe

Power 670 Hit Count 12 Critical 50 Casting Time

Rush forward at ultra-high speed to assault the target. Enemies in the path are also knocked down. Although it consumes a large amount of CC, its power is tremendous an

Learn/Enhance 11 Vow Friends 530 Great Martial Artist 144 Skill Master 1 144 Pride of the Fighting Princess 1/

技 Attack CC2

Soudou Shouteiha

Sōchō Shōteiha (Twin Striking Palm Bottom Break)

Power 350 Hit Count 2 Critical 600 Casting Time

If you have level 1 skill, it is an arts technique that activates when you hold the button while attacking w

It unleashes a series of powerful palm strikes, knocking enemies backward.

習得 Enhancement 3 Similar Girl 349 Critical Color 376 Pilferer 3 114 Pride of the Twin Platforms 1/5 115 Soul of the Twin Impact 1/5

Counterguard

Attack CC3

Shishisenkō

Lion Battle Roar

Power 500 | Hit Count 3 | Critical 800 | Casting Time

As a Level 2 skill, it is an arts technique that activates by charging until two gauges are full and then
It stomps forward with force and uses the lion's roar to blast enemies away.

Keitoku/En[hancement 28 Experienced Brawler 5 56 Dual Smasher 1 114 Pride of the Twin Impact 3 116 Prid

Attack CC4

Tenketsu Bakutai

Pressure Point Binding Form

Power 650 | Hit Count 1 | Critical 1000 | Casting Time

Level-3 skill. Activated by holding until the three gauges are full and then releasing the button.
Performs a sharp thrust. Enemies hit by the attack are briefly immobilized.

Learn/Enhance 10 Wishful Girl 550 Criticalist 1 116 Pride of the Lion 3 118 Pride of Binding Form 1/5 119 Soul of Binding Form 1/5

Attack CC5

Slash Rose

Power 550 | Hit Count 7 | Critical 80 | Casting Time

Slashes the enemy while drawing a pentagram with a photon sword, and finishes with a rose bloom
The skill activates quickly and moves forward during the attack, making it easy to incorporate into c

Enhancement 23 Sophie Rant 338 Finesse with the Rapier 3 146 Pride of the Rose 1/5 147 Soul of the Rose 1/5

Announcement Recovery

Reincarnation

—

Power – | Hit Count – | Critical – | Casting Time 3.23 seconds

Heals all allies for 10% HP and increases magical defense by 25% for 30 seconds.
The healing amount is small but the cast time is short, so it is good to use for boosting abilities.

Learn/Enhance 22 Sofi-chan 5124 Pride of Full Recovery 3 148 Pride of Reincarnation 1/5 149 Soul of the Ring 1/5

Lv1

Critical Blade

Power 2000 | Hit Count 6 | Critical – | Casting Time

Gathers light in the fist and charges the target. The powerful thrust knocks them away, and finishe
Enemies along the charge path can also be caught.

Learn Enha[The Girl of That Day 1 17 Mother of Flowers 5

Lv2

Infinity Asoul

Power 3500 | Hit Count 13 | Critical – | Recording/Cast Time

Sends the target flying with a single powerful strike, then pursues it in midair.
Finally slams the target violently down to the ground. Rarely hits enemies other than the target.

Learn/Enhance 9 Protoss 1 20 Cat Girl 5

Lv3

Zero Dissolver

Power 5000 | Hit Count 24 Critical | – | Casting Time

Fires countless photons, and Sofi herself becomes particles of light that rush
at the target. The photons spread over a wide area, allowing many enemies to be hit.

Learn/Enhance 18 Lala's Friend 332 Somehow-Manage Warrior 5

Lv4

Shadow Moment

Power 2500 | Hit Count 9 | Critical | – | Casting Time

Pierces enemies with intense photon shots, then follows up with a
light-speed dash. Can take out most enemies positioned along the straight line between you and t

Warn/Stre[ngthen 24 Goodp

Special

Karyūenbu

Fire Dragon Flame Dance

Power 1000 | Hit Count 8 | Critical 3 | Casting Time

A special secret technique derived from "Acupressure Binding Stance." It
unleashes a series of flame-clad kicks to overwhelm the enemy. See the "Combo Explan[ation" on p

Learn/Enhance: Derived from "Acupressure Binding Stance"

Sophie's Title

1 Amnesiac Girl
Acquired Initially
Effect: Evasion +4(→8)%

★1 ◆Eagle Claw Strike / Damage +5%
★3 ◆Jinrei Flash / Damage +5%
★5 Parry Heal / Recover HP on Dodge +3%
★2 Evasion +3
★4 Evasion +5
MASTER! Required 900

2 Girl Named After a Flower
Acquired Initially
Effect: Defense +4(→8)%

★1 ◆Twin Dragon Kick / Damage +5%
★3 ◆Jin Flash / Critical Rate +15%
★5 Kurimakishima / Critical +1 against enemies with max HP
※2 Defense +3
★4 Defense +5
MASTER! Required 1200

3 Resembling Girl
Acquisition: No.032 (→P214) acquired
Effect: Attack Power +4(→8)%

★1 ◆First Aid / Cast Time Reduction +4%
★3 ◆Dual Palm Strike Bottom Break / Damage +5%
★5 Exceed/Max CC +1
※2 Attack Power +3
★4 Attack Power +5
MASTER! Required 3900

4 Presence of Reality
Acquisition: No.046 (→P227) acquired
Effect: Magic Attack Power +4 (8)%

★1 ◆Twin Dragon Kick / Damage +5%
★3 Holy/HP Auto-Recovery +5
★5 ◆Hawk Claw Assault/Critical Rate +15%
★2 Attack +3
★4 Attack +5
MASTER! Required 5400

5 The Girl of That Day
Acquisition: No.065 (→P246) acquired
Effect: Magic Defense +4(-8)%

★1 ◆Critical Blade/Activates while under Eles Raise and Guard +4 combo
★3 Prebend / Damage Reduction While Defending +3%
★5 Rihashō / Damage +5%
★2 Magic Defense +3
★4 Magic Defense +5
MASTER! Required 7200

6 The Changing Girl
Acquisition: Obtained at No.083 (→P260)
Effect: Accuracy +4(→8)%

★1 Rihashō / Damage +5%
★3 ◆Reishi Shōdan / Damage +5%
★5 Holy / HP Auto-Recovery +5
★2 Accuracy +4
★4 Hit +6
"MASTER! Required 9300

7 The Anxious Girl
Obtained at No.091 (→P273)
Effect: Max HP +6(→10)%

★1 ◆Heal / Cast Time Reduction +4%
★3 Spiral Illusion Dance / Damage +5%
★5 Stun / When Arts first hit an enemy that is incapacitated
★2 Evasion +5
★4 Evasion +8
MASTER! Required 9900

8 Bewildered Girl
Acquisition: Obtained at No.120 (→P296)
Effect: Hit Rate +6(→10)%

★1 Parry Heel / Recover +3% HP on evasion
★3 Vital / Max HP +30
★5 Rise/Minimum CC+1
★2 Hit +5
★4 Hit +8
MASTER! Required 12800

9 Protos 1
Acquisition: Obtained at No.146 (→P312)
Effect: Removes the Violent Star Barrier on the first Dischaos/Violent Star attack

★1 During Infinity Soul / Eレスライズ (Ereslize) and While Ev's chain activates
★3 Light Wing Soar / Damage +5%
★5 Dischaos / Violent Star Damage Reduction +5%
★2 Evasion +6
★4 Evasion +9
MASTER! Required 15600

10 Wishing Girl
Acquisition: Obtained at No.155 (→P329)
Effect: Magic Attack +6 (10)%

★1 Dischaos / Damage reduction vs. "Stars" +5%
★3 Vital / Max HP +30
★5 Pressure Point Bind / Damage +5%
★2 Magic Attack +6
★4 Attack +9
MASTER! Required 16500

11 Vow Companion
Acquisition: Acquired at No.143 (→P311)
Effect: Defense +6 (10)%

★1 Dischaos / "Violent Star" Damage Reduction +5%
★3 Vital / Max HP +30
★5 Catastrophe / Damage +5%
★2 Defense +6
★4 Defense +9
MASTER! Required 14700

12 Heaven Girl
Obtain 631 "Weird People" (→P415) to acquire
Effect: Gummi recovery during battle +4(→8)%

★1 Rev Heal / On level up, fully restores HP
★3 Sub Heal / When not participating in battle, recover +3% HP after battle
★5 Astral Belt / Damage +5%
★2 Magic Attack +3
★4 Magic Attack +6
"MASTER! Required 15400

13 Lady Sophie
Obtain T33 "Lady Sophie" (→P401) to acquire
Effect: Step distance 40 (→60)% up

★1 Sub-EX / When not participating in battle, EXP gain +10%
★3 ◆Sense Flare / Damage +5%
★5 Shot Throw / Damage +5%
★2 Evasion +4
★4 Evasion +6
MASTER! Required 8700

14 Those Who Believe in the Oath
Obtain C157 "What Was Learned" (→P382) upon triggering
Effect: Gummi recovery during battle +5 (10)%

★1 Submastery / When not participating in battle, SP gained +10%
★3 Vital / Max HP +30
★5 Mark Reversal / Damage +5%
★2 Attack +3
★4 Attack +6
MASTER! Required 9300

15 The Beginning of Awakening
Acquisition: T50 "Kikkake" (P406) acquired
Effect: Add the damage taken directly to the attack (×2)

★1 Sub Heal / When not participating in battle, recover 2% HP after battle
★3 Retsukō Zan reduction / Damage +5%
★5 Scatter Gunner / Damage +5%
★2 Attack +4
★4 Attack +8
MASTER! Required 13800

■16 Version 6.1

Acquisition: T51 "He and She" (→P406) obtained
Effect: Attack Power & Magical Attack +5 (9)%

★1 Ray Heal / Restores +30 HP when Eles Rise		★2 Evasion +7
★3 Light Wing Sky Soar / Damage +5%		★4 Evasion +11
★5 Yuberti / Damage +5%		"MASTER! Required SP 1200

17 Mother of Flo

Acquisition: T56 "Sofi's Seed Gathering" (→P407) obtained
Effect: Halves damage of 1200→1000) or more

★1 Ray Heal / Restores +30 HP when Eles Rise		★2 Evasion +5
★3 Vital / Max HP +30		★4 Evasion +8
★5 Critical Blade / Activates during combo when 25 or more hits		MASTER! Required SP 5200

18 Lala's Friend

Acquisition: Obtained in T61 "Sick Girl" (→P414)
Effect: Gummy recovery amount in battle +6(→12)%

★1 Ray Heal / Restores +30 HP when Eles Rise		★2 Attack +7
Activates while Zero Dissolver/Ereslize is active and during attach ch		★4 Defense +9
Vital/Max HP +30		MASTER! Required SP 9600

19 Gothic Lolita

Acquisition: Obtained in T24 "Kamenin Chief" (→P398)
Effect: While costume is changed, recover HP every 2 seconds

★1 Sub Ex: When not participating in battle, experience gained +10%		★2 Defense +6
Christorn/Critical +1 against petrified enemies		★4 Defense +9
Costume Outfit change enabled		"MASTER! Required SP 8800

■20 Cat Girl

Acquisition: T69 "Swimsuit Theft" (→P418) obtained
Effect: While costume change is active, recover HP every 2 seconds

★1 Costume/Outfit change available		★2 Technique Defense +7
★3 Chrislow/ Critical +1 against enemies with "Slow"		★4 Defense +11
★5 Infinity Soul / Activates during combos when exceeding 50 hits		MASTER! SP required 16500

21 Elemental Modification

Obtain Purchased from humanoids of Telos AstyU
Effect: Stun duration reduced to 3/4 (→1/2)

★1 Absorb/ Recover HP +4 on hit		★2 Attack Power +5
★3 Press/ Recovery magic effect +4%		★4 Attack +8
5★ Holy / HP Auto-Recovery +5		MASTER! SP required 18800

■22 Sophie-chan

Acquisition: Obtained at No.166 (→P341)
Effect: Attack Magic attack +5(7)%

★1 Costume / Ability to change outfit unlocked		★2 Spirit Attack +5
★3 When hitting the first stage of an Arts move against a stunned enemy, CC recovery +		★4 Magic Attack +8
★5 Reincarnation / Casting Time Reduction +4%		MASTER! Required SP 24000

23 Sophie Lant

Acquisition: Acquired at No.181 (→P351)
Effect: While guarding, Axel gauge charge rate is 1.3 (+1.5)×

★1 Axel / When Axel gauge is 50% or more, Axel Mode activates		★2 Defense +5
★3 Slash Rose / Damage +5%		★4 Defense +8
★5 Stun / When Arts first hit an enemy that is incapacitated, CC recovery +		MASTER! CC Recovery 30000

■24 Godparent

Acquire ■T74 "Fermat's Delivery" (→P420) to obtain
Effect: "Hourglass" effect duration increased to 1.5 (→2) times

★1 Stun / When Arts technique's first hit strikes a stunned enemy, CC recovery +		★2 Attack Power +5
★3 Shadow Moment/While in 100% Accel Mode, activates		★4 Magic +8
★5 Cycle Time/Max CC +1		MASTER! Required SP 38000

25 Brawler

Acquired Obtained at Level 10
Effect: Hit Evasion +3(+5)%

★1 Hawk Claw Raid/Critical Rate +15%		★2 Accuracy +3
★3 Kinrei Flash / Critical Rate +15%		★4 Accuracy +5
★5 Rippa Strike/Critical Rate +15%		"MASTER! Required SP 3000

■26 Healer

Acquisition: Obtainable at level 20
Effect: Defense and Magic Defense +3(5)%

★1 First Aid/Cast Time Reduction +4%		★2 Magic Defense +3
★3 Raise Soul / Cast time reduction +4%		★4 Magical Defense +5
★5 Heal / Cast time reduction +4%		MASTER! SP Required 6000

■27 Martial Artist

Fan Acquisition Obtainable at level 30
Effect: Accuracy and Evasion +4(→6)%

★1 Renki Roar (Renki Goroshuku) / Damage +5%		※2 Defense +4
★3 Prebend / Damage Reduction on Defense +3%		★4 Defense +6
★5 Astral Belt / Damage +5%		"MASTER! Required SP 9000

28 Experienced Fighter

Acquired Obtained at level 45
Effect: Defense and Magic Defense +4 (6)%

★1 Retsu Koushin Gen / Damage +5%		★2 Attack Power +5
★3 Cure / Casting Time Reduction +4%		★4 Attack Power +8
★5 Lion's War Cry / Damage +5%		MASTER! Required SP 12000

29 Skilled Therapist

Acquisition: Obtaine
Effect: Accuracy/Evasion +5(→7)%

★1 Lightwing Sky Soar / Damage +5%		★2 Magic Attack +6
★3 Breath / Healing Magic Effect +4%		★4 Magic Attack +9
★5 Fispel / When Near Death, Casting Speed +1%		"MASTER! Required SP 15000

30 Great Martial Artist

Acquired Obtained at level 80
Effect: Defense & Magic Defense +5(7)%

★1 Catastrophe / Damage +5%		★2 Defense +7
★3 Breath/Healing Magic Effect +4%		※4 Defense +11
★5 Sub Mastery / When not participating in battle, SP gained +6%		"MASTER! Required SP 24000

Sophie's Title

31 Distant Martial Artist

Acquisition Acquired at level 100
Effect Hit & Evasion +6 (8)%

1 Vital / Max HP +30
3 Press/ Recovery magic effect +4%
5 Boost/Charged Skill Charge Time Reduction +10%

2 Evasion +7
4 Evasion +11
MASTER! Required 30000

32 Somehow-Getting-By Warrior

Acquisition: Obtained at level 200
Effect Defense & Magic Defense +8 (10)%

1 Vital / Max HP +30
3 Breath/Healing Spell Effect +4%
5 Zero Dissolver / Activates during combo when 75 MASTER! Required 50000

2 Accuracy +7
4 Accuracy +11

33 Drawn-Sword Discipline

Acquisition: Win 50 battles together with Asbel
Effect Evasion +5 (→9)%

1 Vihir / After 1 minute, recover 20% HP
3 Astral Belt / Damage +5%
5 Reper Charge / Damage +5%

2 Evasion +4
4 Evasion +6
MASTER! Required 6000

34 Two-Handed Sword Discipline

Acquisition: Win 150 battles together with Hubert
Effect: Accuracy +5 (→9)%

1 Virelease / After 1 minute, fully recover CC
3 Yubelty / Damage +5%
5 Boost/Charged Skill Charge Time Reduction +10%

2 Hit +6
4 Hit +9
"MASTER! Required 9800

35 Daggers Discipline

Acquisition Win 75 battles together with Sheria
Effect Magic Defense +5 (9)%

1 Virise / After 1 minute, CC increase +2
3 Shell Throw / Damage +5%
5 Reiarts / During Eres Rise, Attack Power +5%

2 Magic Defense +4
14 Magic Defense +6
"MASTER! Required 7200

36 Knowledge of Bladed Weapons

Acquisition Win 100 battles together with Malik
Effect Defense +5(→9)%

1 Viveid / After 1 minute, perfect evasion for 4 seconds
3 Marklivers / Damage +5%
5 Fipripen / When near death, Damage Reduction +10%

2 Defense +5
Defense +8
MASTER! Required 8400

37 Knowledge of Rifles

Acquisition Win 125 battles together with Pascal
Effect Magic Attack +5 (9)%

1 Reiarts / During Eres Rise, Attack Power +5%
3 Scholar Gunner / Damage +5%
5 Boost/Charged Skill Charge Time Reduction +10%

2 Attack +5
4 Magic Attack +8
"MASTER! Required 9600

38 Fencing Knowledge

Acquisition Win 100 battles together with Richard
Effect Attack +5(→9)%

1 Vital / Max HP +30
3 Slash Rose / Damage +5%
5 Vital / Max HP +30

2 Attack Power +5
4 Attack +8
"MASTER! Required 8000

39 Flash Duel Princess

Acquisition Finish a battle within 10 seconds 10 times
Effect Combat movement speed +10(→15)%

1 Twin Dragon Kick / Critical Rate +15%
3 Vital / Max HP +30
5 Prebend / Damage Reduction When Defending +3%

2 Evasion +3
4 Evasion +5
MASTER! Required 4500

40 Wild Girl

Acquisition Defeat 1
Effect CC recovery on enemy

1 Sense Flare / Critical Rate +15%
3 Chrislow/ Critical +1 against enemies with "Slow"
5 Vital / Max HP +30

2 Evasion +3
4 Evasion +5
MASTER! Required 4800

41 Wild Princess

Acquisition Defeat 10
Effect: Recover 3 CC upon defeating an enemy (→4)

1 Vital/Max HP +30
3 Chris Lowe / Critical +1 against enemies with "Slow"
5 Vital / Max HP +30

2 Evasion +6
4 Evasion +9
"MASTER! Required 15000

42 Skill Beginner

Acquisition Use CC2 spells/skills 300 times
Effect Consecutive Critical Rate increases by 10 (→20)%

1 Decision / Reduce the effect of "Deadly Poison" by +2%
3 Enchant/Enhancement effect duration +20%
5 Cast Time Reduction +4%

2 Attack Power +3
4 Attack +5
MASTER! Required 5400

43 Skill Expert

Acquire and use CC3 spells/skills 750 times
Effect: Consecutive Critical Rate increases by 15 (25)%

1 Vital / Max HP +30
3 Enchant / Increase effect durations +20%
5 Vital / Max HP +30

2 Attack Power +5
4 Attack +8
"MASTER! Required 12000

44 Skill Master

Acquisition Use CC4's spells/techniques 1,500 times
Effect: Consecutive critical rate increases by 20 (→30)%

1 Catastrophe / Damage +5%
3 Enchant / Increase effect duration +20%
5 Vital / Max CC +1

2 Attack +7
4 Attack +11
MASTER! Required 24000

45 Saber

Obtain Use Arts skills 1000 times
Effect: Critical rate of Arts techniques increased by 10 (→20)%

1 Particle Barrier / Damage +5%
3 Enchant/Enhancement effect duration +20%
5 Vital / Max HP +30

2 Attack +4
4 Attack +6
MASTER! Required 6600

Mehmehmehmen

46 High Saber
Acquire: Use Arts skills 10,000 times
Effect: Arts skills' critical rate increases by 15(25)%

1 Vital/Max HP +30
2 Attack +7
3 Enchant/Enhancement effect duration +20%
4 Attack +11
5 Prebend / Damage Reduction When Defending +3%
"MASTER! Required SP 25500

47 Chakra
Acquire: Use Burst skills 750 times
Effect: Burst skill critical rate increases by 10 (20)%

1 Raise Soul / Casting time reduction +4%
2 Attack +4
3 Ataraxia / Duration increase +20%
4 Arcane Attack +6
5 Cure / Casting time reduction +4%
MASTER! Required SP 7500

48 High Chakra
Acquire: Use Burst skills 7,500 times
Effect: Critical rate of Burst Skills increases by 15(25)%

1 Vital / Max HP +30
2 Attack +7
3 Vital / Max HP +30
4 Magic Attack +11
5 Vital / Max HP +30
MASTER! Required SP 28500

49 Critical Lore
Acquire: Land 50 critical hits
Effect: On defeating an enemy, Ares Gauge increases by 200 (500)

1 Critical/Critical Damage +10%
2 Accuracy +3
3 Twin Palm Strike/Damage +5%
4 Accuracy +5
5 Kurimakishima / Critical +1 against enemies with maximum HP
MASTER! Required SP 4500

50 Criticalist
Acquisition: Land 300 Critical Hits
Effect: When defeating an enemy, Eres Gauge increases by 300 (→450)

1 Acupoint Binding State / Damage +5%
2 Hit +5
3 Fikriti / When near death, Critical Rate +25%
4 Accuracy +8
5 Critical / Critical Damage +10%
MASTER! Required SP 50500

51 Critical Miss Lady
Acquisition: Land 1,500 Critical Hits
Effect: When defeating an enemy, Eres Gauge increases by 400 (→600)

1 Critical / Critical Damage +10%
2 Accuracy +7
3 Crimaxima / +1 Critical against the enemy with the highest HP
4 Accuracy +11
5 Eyeseed / +1 Critical on level up
[MASTER! Required SP 24000

52 Combo Fighter
Acquisition: Defeat enemies 10 times with combos of 15 hits or more
If Critical rate increases with 15 (10) or more hits

1 Vital/Max HP +30
2 Accuracy +3
3 Crimaxima / Critical +1 against the enemy with the highest HP
4 Accuracy +5
5 Ataraxia / Effect Duration +20%
[MASTER! Required SP 4200

53 Combo Hunter
Obtain: Defeat enemies 7 times with combos of 30 hits or more
Effect: Critical rate increases when achieving 30 (→20) or more hits

1 Critical / Critical Damage +10%
2 Hit +5
3 Ripera Charge / Damage +5%
4 Hit +8
5 Exceed / Max CC +1
"MASTER! Required SP 9000

54 Combo Master
Acquisition: Defeat enemies 5 times in combos of 50 hits or more
Effect: Critical Rate increases at 50 (→25) hits or more

1 Climax/ Critical +1 against the enemy with the highest HP
2 Hit +6
3 Vital / Max HP +30
4 Hit +9
5 Vital / Max HP +30
"MASTER! Required SP 15000

55 Combo Princess
Obtain: Defeat enemies 3 times with a combo of 100 hits or more
Effect: Critical rate increases at 100 (→50) or more hits. 5 hits+ / On level up, Accuracy +1

1 Critical / Critical Damage +10%
2 Accuracy +7
3 Vital / Max HP +30
4 Accuracy +11
"MASTER! Required SP 30000

56 Dual Smasher
Obtain: Defeat 2 or more enemies simultaneously 15 times
Effect: On enemy defeat, CC recovery +2 (4)

1 Lion's Battle Roar/ Damage +5%
2 Attack +4
3 Vital/Max HP +30
4 Attack +6
5 Vital / Max HP +30
MASTER! Required SP 7500

57 Force Smasher
Obtain: Defeat 4 or more enemies simultaneously 10 times
Effect: On enemy defeat, CC recovery +4 (→6)

1 Vital / Max HP +30
2 Attack Power +5
3 Fiery Piercing New Reduction / Damage +5%
4 Attack Power +8
5 Exceed / Max CC +1
MASTER! Required SP 12000

58 Trait: Young Girl
Acquisition: Hit weakness-type attacks 100 times
Effect: Grants an active "Aquatic" trait

1 Ataraxia / Effect Duration +20%
2 Magic Defense +4
3 Disinsect / Damage reduction vs. "Insects" +5%
4 Defense +6
5 Dispard/ "Bird" Damage Reduction +5%
MASTER! Required SP 6000

59 Trait: Beautiful Princess
Acquisition: Hit weakness-type attacks 750 times
Effect: Grants an active "Spiritual Form" trait

1 Dispist/ Damage Reduction +5%
2 Magic Defense +5
3 Disbist/ "Beast" Damage Reduction +5%
4 Magic Defense +8
5 Disdevil/ "Fiend" Damage Reduction +5%
MASTER! Required SP 50500

60 Trait: Imperial Princess
Acquire: Hit 7,500 times with attacks exploiting weakness trait
Effect: Grants the effective trait "Amorphous"

1 Disdevil / Damage reduction vs. "Demons" +5%
2 Magic Defense +6
3 Disinsect / Damage reduction vs. "Insects" +5%
4 Magic Defense +9
5 Resist+ / Magic defense +1 when leveling up
MASTER! Required SP 28500

System

Asbel (Childhoo
Sophie (Hubert)
Hubert (childho
Richard (childho
Asbel
Sophie
Hubert
Sheria
Richard
Malik
Pascal

Sophie's Title

■61 Item Getter

Acquisition: When the number of items obtained from battle victories exceeds 50
Effect: Item drop rate increases by 4 (8)% each time an enemy is defeated

★1	Senshi Dance / Damage +5%	2 Magic Attack +4
3	Life Gain / HP +10% when revived by Life Bottle	★4 Arcane Attack +6
5	Revive with Life Gain/Life Bottle: HP +10%	MASTER! Required 5500

■62 Item Beauty

Acquisition: When the number of items obtained from battle victories exceeds 250
Effect: Item drop rate increases by 6 (10)% each time an enemy is defeated5 Survivor / Item time limit MASTER! Required 18000

★1	Life Gain / HP +10% when revived by Life Bottle	Spirit Attack +5
3	Revive with Life Gain/Life Bottle: HP +10%	★4 Magic Attack +8
5	Survivor / Item time limit +1	MASTER! Required 18000

■63 Item Top Star

Obtained: When the number of items acquired from winning a battle exceeds 1,250
Effect: Item acquisition rate increases by 8% (→16%) each time an enemy is defeated

★1	Revive with Life Gain/Life Bottle: HP +10%	2 Attack +7
3	Survivor / Item time limit +1	★4 Magic Attack +11
5	Item acquisition rate +8%	[MASTER! Required 9

■ 64 Chief Mastery

Obtain: Master 5 different titles
Effect: CC cap +1 (2)

★1	Rank i Roar (Renki Goroshuku) / Damage +5%	2 Magic Defense +4
3	Felicity / When near death, Critical Rate +25%	★4 Magic Defense + 6
5	Vital / Max HP +30	MASTER! Required 9000

■ 65 Queen Mastery

Obtain: Master 40 different titles
Effect: CC cap +2 (-3)

★1	Vital/Max HP +30	2 Magic Defense +5
3	Filripen / When near death, Damage reduction +10%	★4 Magic Defense +8
5	Rise/Minimum CC+1	"MASTER! Required 13500

■66 Goddess Mastery

Obtain: Master 80 different titles
Effect: CC cap +3 (→4)

★1	Vital/Max HP +30	2 Technique Defense +7
3	Esper / When near death, Casting speed increase +1%	★4 Magic Defense +11
★5	Vital / Max HP +30	"MASTER! Required 18500

■67 Dresser

Acquire: Learn 30 different skills
Effect: Reduces damage of 30 (→60) or less to oneself

★1	Sub-Mastery / When not participating in combat, SP gained +10%	2 Attack +4
3	Rise/Lower Limit CC+1	4 Defense +6
5	Sub Heal / When not participating in battle, recover HP after battle	MASTER! Required 9200

■68 Nice Dresser

Acquisition: Learn 150 differen
Effect: Does not flinch from damage of 2

★1	Sub Heal / When not participating in battle, recover +3% HP after battle	2 Defense +8
3	Sub Mastery / When not participating in battle, SP gained +10%	★4 Defense +10
5	Sub EX / When not participating in battle, experience gained +5%	MASTER! Required 12000

■69 Gorgeous Dresser

Acquire: Learn 350 different skills
Effect: Reduce damage of 900 (750) or more by half

★1	Sub EX / When not participating in battle, experience gained +10%	2 Attack +7
3	Sub Heal / When not participating in battle, recover +3% HP after battle	★4 Defense +12
5	Sub Mastery / When not participating in battle, SP gained +10%	MASTER! Required 39000

■70 The Awakened

Acquire: Win 50 battles controlling Sophie
Effect: Mystic Art damage +20% (→40%)

★1	Charge+ / If cast charge is 1 second or longer, a "Red Charge" occurs	2 Attack +7
3	Recovery / While being blown away, press a button to perform an aerial roll	★4 Defense +12
5	Riper Charge / Damage +5%	MASTER! Required 9200

■71 Poison Guard

Acquire: Block 5 attacks of "Venom"
If you block "Venom" (+CC recovery)

★1	Decision / Reduce "Poison" effect +5%	2 Magic Defense +4
3	Decision / Reduce "Poison" effect by 5%	★4 Magic Defense +6
5	Decision / Reduce "Poison" effect by 5%	"MASTER! Required 4500

■72 Paralysis Guard

Acquire: Block 5 attacks of "Venom"
Effect: Prevent "Paralysis" (+CC recovery)

★1	Disparai / Reduce "Paralysis" effect by 5%	2 Magic Defense +4
3	Disparai / Reduce "Paralysis" effect by 5%	★4 Magic Defense + 6
★5	Disparai / Reduce "Paralysis" effect by 5%	MASTER! Required 5400

■73 Freeze Guard

Acquire: Block 5 attacks of "Freeze"
Effect: Prevent "Freeze" (+CC recovery)

★1	Dislize / Reduce "Freeze" effect by 5%	2 Magic Defense +5
3	Dislize / Reduce "Freeze" effect by 5%	★4 Magic Defense +8
5	Dislize / Reduce "Freeze" effect by 5%	MASTER! Required 6800

■74 Stone Guard

Acquire: Block 5 attacks of "Petrify"
Effect: Prevent "Petrification" (+CC recovery)

★1	Distone / Reduce "Petrification" effect by 5%	2 Magic Defense +6
3	Distone / Reduce "Petrification" effect by 5%	★4 Magic Defense +9
5	Distone / Reduce "Petrification" effect by 5%	MASTER! Required 9800

■75 Seal Guard

Prevent 5 attacks of "Sealing"
Effect: Prevent "Sealing" (+CC Recovery)

1	Disseal / Reduce "Seal" effect +5%	★2 Magic Defense +6
3	Disseal / Reduce "Seal" effect +5%	★4 Magic Defense +9
5	Disseal / Reduce "Seal" effect +5%	MASTER! Required 6500

Moku Moku Moku

76 Kusunera-
Obtain: Steal items from enemies 10 times
Effect: Steal success rate +10 (20)%
1 Survivor / Item time limit reduction +8%
3 Bolt Palms Strike / Damage +5%
5 Life Gain / Revival with Life Bottle HP +10%
2 Evasion +4
4 Evasion +6
"MASTER! Required 3800

77 Chromakasha (Choromakasha)
Acquisition: Steal items from enemies 300 times
Effect: Steal rate increased by 15% (→30%)
1 Survivor / Item time limit reduction +8%
3 Vitality / Max HP +30
5 Life Gain / Revival with Life Bottle HP +10%
2 Evasion +7
4 Evasion +11
"MASTER! Required 21000

78 Likes Chatting
(Acquisition Chat collection rate exceeds 10%
Effect: Increase allied Eres Gauge growth rate by 10(20)%
1 Absorb / Recover HP on hit +4
3 Disinsect / Damage reduction vs. "Insects" +5%
5 Vital / Max HP +30
2 Defense +4
4 Defense +6
"MASTER! Required 6000

79 Chatting Freak
Acquisition Chat collection rate exceeds 30%
Effect: Increases allies' Eres Gauge growth rate by 20(30)%
1 Absorb / Recover HP on hit +4
3 Shel Throw / Damage +5%
5 Mark Reversal / Damage +5%
2 Defense +5
4 Defense +8
"MASTER! Required 9000

80 Chatting Enthusiast
Acquired Chat collection rate exceeds 60%
Effect: Increase allies' Ares Gauge growth rate by 30(→40)%
★1 Absorb / Heal on Hit +4 HP
3 Scalar Gunner / Damage +5%
5 Vitality / Damage +5%
2 Defense +6
4 Defense +9
"MASTER! Required 18000

81 Small Talk Completer
Acquired Chat collection rate exceeds 95%
Effect: Allies' Eles Gauge increase rate up 40(→50)%
★1 Absorb / Heal on Hit +4 HP
3 Vital / Max HP +30
5 Vital / Max HP +30
2 Defense +7
4 Defense +11
"MASTER! Required 36000

82 Jogging Runner
Acquired Total distance moved exceeds 15 km
Effect: Enemies' Eles Gauge increase rate down 10 (20)%
1 Sense Flare / Critical Rate +15%
3 Sub Ex: When not participating in battle, experience gain +10%
5 Holy / Auto HP recovery +5
2 Magic Defense +3
4 Magic Defense +5
MASTER! Required 6000

83 Road Runner
Acquired When moving distance exceeds 40 km
Effect: Reduces enemy Eres gauge increase rate by 20 (30)%
★1 Distone / Reduces "Petrification" effect by 5%
3 Holy / Auto HP recovery +5
5 Paralyze/Ereslize, CC increase +1
2 Magic Defense +5
4 Magic Defense +8
"MASTER! Required 9000

84 Marathon Runner
Acquired When moving distan
Effect: Reduces enemy Eres gauge increase rate by 30 (→40)%
★1 Dissheal/ Reduce "Seal" effect by 5%
3 Vital/ Max HP +30
5 Paralyze/ On Eleslize, CC increase +1
★2 Magic Defense +6
★4 Magic Defense +9
"MASTER! Required 8000

85 Planet Runner
Acquisition Movement distan
Effect: Enemy Eles Gauge increase rate down by 30(50)%
1 Vital/Max HP +30
3 Holy/HP Auto-Recovery +5
5 Paralyze/ On Eleslize, CC increase +1
2 Magic Defense +7
4 Magic Defense +11
MASTER! Required 30000

Moku Moku Moku

86 Battle Fighter
Acquisition Total battle time exceeds 1 hour
Effect: When overcoming attack cancellation, CC Recovery +2 (→4)
1 Crymind/ Critical +1 against enemies whose magic attack power is decreasing
3 Disparai / "Paralysis" effect mitigation +5%
5 Crit Hit / Critical +1 against enemies with decreased hit rate
2 Attack +6
4 Attack +9
"MASTER! Required 7500

87 Battle Healer
Acquired: total combat time e
Effect: When attack is negated and you prevail, 25 recovery +5 (→6)
★1 Crit Mind / Critical +1 against enemies with decreased magic attack power
3 Vital / Max HP +30
5 Critical Hit/Critical Rate: +1 Critical against enemies with decreased hit rate
2 Attack +6
4 Attack +9
"MASTER! Required 18000

88 Battle Vice Reign
Acquired: total combat time ex
Effect: When attack is negated and you prevail, CC recovery +1 (→8)
★1 Clirymind / Critical +1 against enemies whose magical attack power is decreased
★3 Vital / Max HP +30
5 Crit Hit / Critical +1 against enemies with decreased hit rate
2 Attack +7
4 Attack +11
"MASTER! Required 22500

89 Kanitama (Crab Omelette)
Acqu
Effect: After battle, 8(16)% chance to create "Kanitama". 5 Exceed / Max CC +1
1 Vital / Max HP +30
3 Vital / Max HP +30
Cook the dish "Kanitama" 10 times
2 Defense +4
4 Defense +6
MASTER! Required 7500

9 Pride of Sansan
Obtain by using "Sansan" 90 times
Effect: When taking damage, hold the button to perform a low (→ medium) chance counterattack.
1 Sansan / Critical Rate +15%
3 Dispist / Damage Reduction +5%
5 Three Scatter / Chance to Recover HP
2 Attack +3
4 Attack +5
"MASTER! Required 3800

System

Hubert (Child)
(Richard (Juvenile)
Asbel
Sophie
Hubert
Mishellia
Richard
Malik
Pascal

Sophie's Title

91 Three-Scatter Souls

Acquisition: "Fang" 450 times

When dealing dam[illegible] Hold the button for low (→ medium) probability counterattack

1 ◆Sansan / Critical Rate +15%		2 Attack +5
3 Dispist/ "Beast" damage reduction +5%		4 Attack +8
5 ◆Sansan/Chance to recover CC		"MASTER! Required 7200

92 Pride of the Fortnight

Obtain: Use "Dual Moon" 80 times

Effect: When damage occurs, hold the button[illegible] probability

1 ◆Dual Moon/Critical rate +15%		2 Defense +4
3 Wraith Speed/During Eles Rise, movement speed +10%		4 Defense +6
5 ◆Dual Moon/Chance to recover HP		"MASTER! Required 4200

93 Soul of Dual Moon

Obtain: Use "Dual Moon" 4[illegible]

When dealing damage, the button for low (→ medium) chance to counterattack

1 ◆Dual Moon/Critical rate +15%		※2 Defense +6
While in Ray Speed / Eres Rise, movement speed +10%		4 Defense +9
5 ◆Dual Moon / Chance to recover CC once		"MASTER! Required 7800

94 Pride of Penetrating Light

Obtain: Use "Penetrating L[illegible]

Effect: When taking damage, hold the button[illegible] attack

1 ◆Piercing Light critical rate +15%		2 Hit +5
3 While in Ray Arts / Eres Rise, attack increase +5%		4 Hit +8
5 ◆ Piercing Light / Chance to recover HP		MASTER! Required 5[illegible]00

Soul of Piercing Light 95

Use "P[illegible]cing Light" 350 times

Effect: When taking damage, hold the button to perform Piercing Light / certain chance to counterattack once

1 ◆Piercing Light / Critical Rate +15%		2 Accuracy +7
3 Reiyātsu / During Eles Rise, Attack Power +5%		4 Accuracy +11
5 ◆Piercing Light / Medium		MASTER! Required 8700

96 Pride of the Hawk Claw

Obtain "Hawk Claw Raid" by using it 90 times

When dealing damage, hold button to perform a low (→ medium) counterattack

1 ◆Hawk Claw Raid / Chance to steal items		★2 Evasion +3
3 Dispard / "Bird" Damage Reduction +5%		14 Evasion +5
5 ◆Hawk Claw Raid/Critical Rate +15%		MASTER! Required 3600

97 Soul of the Hawk Claw

Acquire: Use "Hawk Claw Raid" 450 times

Effect: When taking damage, hold the button[illegible]

1 ◆Hawk Claw Raid/Critical Rate +15%		2 Evasion +3
3 Dispard/ "Bird" Damage Reduction +5%		4 Evasion +5
5 ◆ Hawk Claw Assault / Recover 1 CC when HP is full		MASTER! Required 7200

98 Jinrei's Pride

Unlock: Use "Jin Flash" 90 times

Effect: When damaged, long-press the button to counterattack with low (→ medium) probability

1 Jinrei Flash / Chance to steal items		2 Magic Defense +3
3 Vital / Max HP +30		4 Magic Defense +5
5 ◆Jinrei Flash / Recover 1 CC when HP is fully restored		MASTER! Required 9200

99 Jinrei's Soul

Unlock: Use "[illegible]" 450 times

Effect: When damage occurs, hold the button[illegible]

1 ◆Critical Grace/Critical Rate +15%		★ 2 Technique Defense +3
3 Vital / Max HP +30		4 Magic Defense +5
5 ◆ Jinrei Flash / Recover 1 CC when HP is fully restored		MASTER! Required 9800

100 Pride of the Twin Dragons

Acquire by using "Twin Drag[illegible]

When dealing damage, hold the button for a low[illegible] Twin Dragon Kick / Chance to recover HP

1 ◆Twin Dragon Kick / Critical Rate +15%		2 Accuracy +3
★3 Parry Heal / +3% HP Recovery on Evasion		4 Accuracy +5
5 ◆Twin Dragon Kick / Chance to recover HP		[MASTER! Required 9000

101 Soul of the Twin [illegible]

Acquire by using "Twin Drag[illegible]

On effect damage, hold the button for a low[illegible]

1 ◆ Twin Dragon Kick / Critical Rate +15%		2 Accuracy +3
3 Vital / Max HP +30		4 Accuracy +5
5 ◆ Twin Dragon Kick / Recover 1 CC when HP is full		MASTER! Required 9800

102 [illegible]e of Destruction

Acquire by using "Destructi[illegible]

When dealing damage, hold the button for low (→ medium) probability counterattack

1 ◆Rapid Break Thrust / Critical Rate +15%		2 Attack Power +3
3 Disinsect / Damage reduction vs. "Insects" +5%		4 Attack +5
5 ◆Rapid Break Thrust/Chance to steal an item		MASTER! Required 9800

103 Soul of Destruction

Unlock by using "Sappashō" 400 times

Effect: When damaged, hold the button to perform Rapid Break Thrust / Recover 1 CC within 10 seconds of start

1 ◆Rapid Break Thrust / Critical Rate +15%		2 Attack Power +3
3 Disinsect / "Insect" Damage Reduction +5%		4 Attack +5
5 ◆Rapid Break Thrust / Recover 1 CC within 10 seconds of start		MASTER! Required 9800

104 Pride of Barrier Severance

Unlock by using "Reishi Shōd[illegible]

When dealing damage, hold the button for low (→ medium) probability counterattack

1 ◆Psychic Barrier / Critical Rate +15%		2 Evasion +4
3 Crystone / +1 Critical against enemies affected by "Petrify"		4 Evasion +6
5 ◆Psychic Barrier/Recover HP by Chance		"MASTER! Required 7800

105 Soul of the Barrier

Acquisition: Use "Reikon Barrier" 400 times

Effect: When damage occurs, hold the button to [illegible] probability

1 ◆Psychic Barrier / Critical Rate +15%		2 Evasion +4
3 Christone/ Critical +1 to enemies affected by "Petrification"		4 Evasion +6
5 ◆Reikon Barrier/Recover CC once		MASTER! Required 1[illegible]400

Memenhemen

106 Pride of the Whirling	★1 Whirling Illusion Dance/ Critical Rate +15%	★2 Evasion +5	
Acquis: Use "Whirling Illusion Dance" 80 times	★3 Disbird / Damage reduction vs. "Birds" +5%	★4 Evasion +8	
Effect: When taking damage, hold the button	★5 Spin Illusion Dance / Steals items with a certain probability	MASTERY Required 9000	
107 Soul of Spin Illusion	★1 Spin Illusion Dance / Critical Rate +15%	★2 Evasion +5	
Acquis: Use "Spin Illusion Dance" 400 times	★3 Disbard / "Bird" Damage Reduction +5%	★4 Evasion +8	
If: When damaged, long-press the button to	★5 Spin Illusion Dance / When enhanced, is active	MASTER! Required 2800	
108 Pride of Refined Qi	★1 Refined Qi Roar-Shrink / Critical Rate +15%	★2 Evasion +5	
Obtain: Use "Refined Qi Roar	★3 Vital / Max HP +30	★4 Evasion +8	
Effect: When taking damage, hold the button to	★5 Refined Qi Collapse / Chance to recover HP	"MASTER! Required 9200	
109 Alchemical Qi Sou	★1 Alchemical Qi Roar Collapse / Critical Rate +15%	★2 Evasion +5	
Acquis: Use "Alchemical Qi Roar Collapse" 350 times	★3 Vital / Max HP +30	★4 Evasion +8	
When damaged by obstruction, long-press the	★5 Qi Roar Contraction / When enhanced, is active	MASTER! Required 3800	
110 Pride of Retsukō	★1 Retsukō Slash Reduction / Critical Rate +15%	★2 Attack +6	
Acquis: Use "Retsukō Slash Reduction" 70 times	※3 Disdevil / "Yōma" Damage Reduction +5%	★4 Attack +9	
Effect: When taking damage, hold the button	★5 Retsukō New Reduction / Chance to recover HP	"MASTER! Required 9200	
111 Retsukō Soul	★1 Retsukō Slash Reduction / Critical Rate +15%	★2 Attack +6	
Acquis: Use "Retsukon Slash Reduction" 350 times	★3 Disdevil / "Yoma" Damage reduction +5%	★4 Attack +9	
Effect: When damaged, long-pressing the button	★5 Retsukongen reduction / When afflicted by a status	MASTER! Required 3800	
112 Pride of Kosh	★1 Radiant Wing Soar / Critical Rate +15%	★2 Evasion +7	
Obtain: Use "Radiant Wing So	★3 Dischaos / "Violent Star" Damage reduction +5%	★4 Evasion +11	
When dealing damage, hold the button for low (→	★5 Radiant Wing Soar / Chance to recover HP	"MASTER! Required 9200	
113 Soul of Kosh	★1 Radiant Wings Soar / Critical Rate +15%	★2 Evasion +7	
Obtain: Use "Radiant Wing Sky	★3 Dis Chaos / "Star" Damage Reduction +5%	★4 Evasion +11	
When damaged by obstruction, long-press th	★5 Radiant Wing Skysoar / When afflicted by a status	MASTER! Required 3800	
114 Pride of Dual Strike	★1 Dual Strike Palm Bottom Break / Accuracy +15%	★2 Accuracy +4	
Acquis: Use "Dual Strike Palm Bottom Break" 90 times	※3 Lion's Battle Roar/ Damage +5%	★4 Hit +6	
Effect: When damaged, hold the button to perform a	★5 Dual Strike Palm Bottom Break / Chance to recover HP	MASTER! Required 9700	
115 Soul of Dual Strike	★1 Double Palm Bottom Break / Hit Rate +15%	★2 Accuracy +4	
Obtain by using "Double Palm Bo	★3 Vital / Max HP +30	★4 Hit +6	
If damaged, long-pressing the button triggers	★5 Double Palm Bottom Break / On hit, chance to fully	MASTER! Required 9800	
116 Lion's Pride	★1 Lion's Battle Roar / Hit Rate +15%	★2 Hit +6	
Acquis: Use "Lion's Battle Roar" 80 times	★3 Acupoint Bind State / Damage +5%	¥4 Hit +9	
Effect: When taking damage, hold the button to	★5 Lion's Battle Roar / Chance to recover HP	MASTER! Required 8700	
117 Lion's Soul	★1 Lion War Cry / Hit Rate +15%	★2 Hit +6	
Use "獅子戦吼" 400 times	★3 Disbist / "Beast" Damage Reduction +5%	★4 Hit +9	
Effect: When damage occurs, hold the button to	★5 Lion War Cry / On hit, chance to fully restore CC	"MASTER! Required 9800	
118 Pride of Binding Stat	★1 Acupoint Binding State / Hit Rate +15%	★2 Attack +7	
Acquis: Use "Acupoint Binding State" 70 times	※3 Wraith Speed / While under Eleslize, Movement Speed +10%	★4 Attack +11	
When dealing damage, Hold button to perform a low (→	★5 Acupoint Binding / Chance to recover HP	"MASTER! Required 9700	
Soul of Binding State	★1 Acupoint Binding State / Hit Rate +15%	★2 Attack +7	
Obtain by using "Acupoint Bind	★3 Wraith Speed / While Eles Rise, Movement Speed +10%	★4 Attack +11	
When dealing damage, hold the button for low (→	★5 Acupoint Bind / On Hit, chance to fully recover CC	"MASTER! Required 9800	
120 Pride of First Aid	★1 First Aid / Healing Effect +10%	★2 Attack +3	
Obtain by using "First Aid" 40 times	★3 Heal / Recovery Effect +10%	★4 Magic Attack +5	
If magic recovery amount 6 (10)% up	★5 First Aid / When activated after red charge, grants CC	MASTER! Required 8700	

Sophie's Title

121 Soul of Allowance
Obtain: Use "First Aid" 320 times
Effect: Increases術 healing amount by 12(16)%

★1 ◆ First Aid / Healing Effect +10%		★2 Magic Attack +3
★3 Decision / Reduces "Poison" effect by +5%		★4 Magic Attack +5
★5 ◆ First Aid / Recovers 1 CC when HP is 25% or below		MASTER! Required EXP 300

122 Pride of Healing
Obtain: Use "Heal" 35 times
Effect: Increases術 healing amount by 7(→11)%

★1 ◆ Heal / Healing Effect +10%		★2 Attack +4
★3 ◆ Raise Soul / Cast time reduction +4%		★4 Attack +6
★5 ◆ Heal / Grants CC when activated after Red Charge		MASTER! Required EXP 300

123 Soul of Healing
Obtain: Use "Heal" 280 times
Effect: Spell recovery amount up by 14 (18)%

★1 ◆ Heal / Recovery effect +10%		★2 Magic Attack +4
★3 Diseases / Reduces "Freeze" effect by +5%		★4 Magic Attack +6
★5 ◆ Heal / Recover 1 CC when HP is 25% or below		MASTER! Required EXP 2900

124 Pride of Full Recovery
Use "Cure" 30 times
Effect: Magic recovery amount up by 8(→12)%

★1 ◆Cure/Healing effect +10%		★2 Magic Attack +6
★3 ◆Reincarnation/Chanting time reduced +4%		★4 Attack +9
★5 ◆Cure / Activates after Red Charge to grant CC		MASTER! Required EXP 4700

125 Full Recovery Soul
Acquire: Use "Cure" 240 times
Effect: Magic recovery amount up by 16 (20)%

★1 ◆Cure/Healing effect +10%		★2 Magic Attack +6
★3 Ray Life / On Eres Rise, recover from incapacitation		★4 Magic Attack +9
★5 ◆Cure/Recover 1 CC when HP ≤ 25%		"MASTER! Required EXP 8300

126 Pride of Awareness
Obtain: Use "Raise Soul" 25 times
Effect: Spell healing amount increased by 10(→15)%

★1 ◆ Raise Soul / Healing Effect +10%		※2 Attack +5
★3 ◆ Cure / Casting Time Reduction +4%		★4 Magic Attack +8
★5 ◆Raise Soul / Grants CC when activated after Red Charge		MASTER! Required EXP 00

127 Soul of Awareness
Obtain: Use "Raise Soul" 200 times
Effect: Spell healing amount increased by 18(22)%

★1 ◆Raise Soul / Healing Effect +10%		Spirit Attack +5
★3 Vital / Max HP +30		★4 Attack +8
★5 ◆ Raise Soul / Restore 1 CC when HP is 25% or below		MASTER! Required EXP 700

128 Pride of Dispelling
Use "Ataraxia" 90 times
Effect: Increases spell recovery amount by 6(→10)%

★1 ◆Ataraxia / HP recovery +5%		★2 Defense +3
★3 Ray Recover / Recover status ailments while under Elusize		★4 Defense +5
★5 ◆Ataraxia / Add effect "Accuracy Up"		"MASTER! Required EXP 5700

129 Soul of Dispelling
Acquire: Use "Ataraxia" 720 times
Effect: Skill recovery amount up 12 (16)%

★1 ◆Ataraxia / HP recovery +5%		★2 Defense +3
★3 Disleeze / Reduce "Freeze" effect by 5%		★4 Defense +5
★5 ◆ Ataraxia / Recover 1 CC when HP is 25% or below		MASTER! Required EXP 9300

1130 Pride of Resolve
Acquire: Use "Sense Flare" 90 times
Effect: Skill recovery amount up 7 (→11)%

★1 ◆Sense Flare / HP recovery +5%		★2 Evasion +3
★3 Disseal / "Sealed" effect reduced by 5%		★4 Evasion +5
★5 ◆ Sensflare / Add effect "Hit Rate Up"		"MASTER! Required EXP 8400

131 Spirit of Resolve
Acquire: Use "Sensflare" 720 times
Effect: Spell recovery amount increased by 14(→18)%

★1 ◆ Sensflare / HP Recovery +5%		★2 Evasion +3
★3 Distone / Reduce "Petrification" effect by 5%		★4 Evasion +5
★5 ◆Sensflare / Recover 1 CC when HP is 25% or below		MASTER! Required EXP 2000

132 Pride of Counters
Acquire: Use "Ripera Charge" 100 times
Effect: When damaged, long-press the button to [illegible]

★1 ◆Ripera Charge / Accuracy +15%		★2 Evasion +6
★3 Vital / Max HP +30		★4 Evasion +9
★5 ◆Ripera Charge / Add effect "Hit Rate Up"		MASTER! Required EXP 9800

133 The Soul of the Body
Acquire: "Ripera Charge" and use it 800 times
Effect: When damage occurs, hold the button to [illegible]

★1 ◆Ripera Charge / Hit Rate +15%		★2 Evasion +6
★3 Vital/Max HP +30		★4 Dodge +9
★5 ◆Ripera Charge / Chance to [illegible] probability CC		MASTER! Required EXP 4400

134 Pride of Draw
Acquire: "Astral Belt" and use it 100 times
When damage [illegible] hold the button to [illegible]

★1 ◆ Astral Belt / Hit Rate +15%		★2 Attack +4
★3 Spirit Particle Barrier / Damage +5%		★4 Magic Attack +6
★5 ◆Astral Belt / Chance to steal items		"MASTER! Required EXP 9200

135 Soul of Draw
Acquire: "Astral Belt" and use it 800 times
If: When damaged, long-press the button to [illegible]

★1 ◆ Astral Belt / Accuracy +15%		★2 Magic Attack +4
★3 Vital / Max HP +30		★4 Magic Attack +6
★5 ◆Astral Belt / Recover 1 CC when HP is 25% or below		MASTER! Required EXP 9800

136 Pride of the Twin Swords
Obtain: Use "Yuberty" 90 times
When dealing damage, hold the button for low (→ medium) chance to counterattack
★1 Yuberty / Accuracy +15%
★3 Spiral Illusion Dance / Damage +5%
★2 Magic Attack +7
★4 Magic Attack +11
MASTER! Required SP 6200

137 Soul of the Twin Swords
Obtain: Use "Yuberty" 720 times
Effect: When damaged, hold the button to perform low (→ medium) probability counterattack
★1 Yuberti / Hit Rate +15%
★3 Vital / Max HP +30
★5 Yuberti / While adding lowest effect, recover CC once
★2 Attack +7
★4 Magic Attack +11
MASTER! Required SP 9800

138 Pride of the Dagger
Obtain: Use "Shell Throw" 100 times
Effect: When damaged, long-press the button to counterattack with low (→ medium) probability
★1 Shell Throw / Accuracy +15%
★3 Vital / Max HP +30
★5 Shell Throw / Chance to recover HP
★2 Magic Defense +6
★4 Magic Defense +9
MASTER! Required SP 3200

139 Soul of the Dagger
Obtain: Use "Shell Throw" 800 times
Effect: When taking damage, hold the button
★1 Shell Throw / Accuracy +15%
★3 Vital / Max HP +30
★5 Shell Throw / Recover 1 CC when HP is 25% or below
★2 Defense +6
★4 Magic Defense +9
MASTER! Required SP 6800

140 Pride of the Throwing Blade
Obtain by using "Mark Reversal" 100 times
If: When damaged, hold the button to perform low (→ medium) probability counterattack
★1 Mark Reversal / Accuracy +15%
★3 Prebend / Damage Reduction on Defense +3%
★5 Mark Reversal / Chance to recover HP
★2 Defense +6
★4 Defense +9
MASTER! Required SP 4700

141 Soul of the Throwing Blade
Obtain by using "Mark Reversal" 800 times
Effect: When damage occurs, hold the button
★1 Mark Reversal / Accuracy +15%
★3 Vital / Max HP +30
★5 Mark Rehearse / Recover 1 CC when HP is 25% or below
★2 Defense +6
★4 Defense +9
MASTER! Required SP 8800

142 Pride of the Long Rifle
Acquisition: Use "Scalar Gunner" 90 times
When dealing damage, hold the button for low (→ medium) chance to counterattack
★1 Scalar Gunner / Accuracy +15%
★3 Vital / Max HP +30
★5 Scalar Gunner / Chance to recover item
★2 Magic Attack +6
★4 Magic Attack +9
MASTER! Required SP 4700

143 Long Rifle Soul
Acquisition: Use "Scalar Gunner" 720 times
If: When damaged, long-press the button to counterattack with low (→ medium) probability
★1 Scalar Gunner / Accuracy +15%
★3 Vital / Max HP +30
★5 Scalar Gunner / Recover 1 CC when HP is 25% or below
★2 Attack +6
★4 Magic Attack +9
MASTER! Required SP 9300

144 Pride of the Battle Maiden
Obtain: Use "Catastrophe" 70 times
Effect: When taking damage, hold the button to perform low (→ medium) chance counterattack.
★1 Catastrophe / Accuracy +15%
★3 Disdevil / "Yoma" Damage Reduction +5%
★5 Catastrophe / Addition Accuracy up effect
★2 Magic Defense +7
★4 Magic Defense +11
MASTER! Required SP 2700

145 Soul of the Battle Maiden
Obtain: the use of "カタストロフィ" 580 times
Effect: When damaged, long-press the button to counterattack with low (→ medium) probability
★1 Catastrophe / Accuracy +15%
★3 Vital / Max HP +30
★5 Catastrophe / Recover 1 CC when HP is 25% or below
★2 Magic Defense +7
★4 Magic Defense +11
MASTER! Required SP 2300

146 Pride of the Rose
Obtain: Use "Slash Rose" 80 times
Effect: When taking damage, hold the button
★1 Slash Rose / Accuracy +15%
★3 Vital / Max HP +30
★5 Slash Rose / Chance to recover 1 CC
★2 Attack +7
★4 Attack +11
MASTER! Required SP 5800

147 Soul of the Rose
Obtain: Use "Slash Rose" 640 times
When dealing damage, hold the button for low (→ medium) chance to counterattack
★1 Slash Rose / Accuracy +15%
★3 Vital / Max HP +30
★5 Slash Rose / Recover 1 charge when HP is full
★2 Attack +7
※4 Attack Power +11
"MASTER! Required SP 21600

148 Pride of Samsara
Obtain: Use "Rinkānēshon" (Reincarnation) 25 times
Effect: Increases healing amount by 7(→11)%. 5
★1 Rinkānēshon (Reincarnation) / Casting Time Reduction +4%
★3 Vital / Max HP +30
★5 Reincarnation / Recovers 1 CC when HP is 25% or below
★2 Attack Power +7
★4 Attack Power +11
MASTER! SP Required 16200

149 Soul of Samsara
Obtain: Use "Rinkānēshon" (Reincarnation) 200 times
Effect: Arts recovery amount +14 (18)%
★1 Rinkānēshon (Reincarnation) / Casting Time Reduction +4%
★3 Vital / Max HP +30
★5 Reincarnation / Certain chance to recover CC1 once
★2 Attack +11
★4 Attack +11
MASTER! Required SP 22200

150 Arts Saber
Acquisition: Obtain all titles from 190 to 119
Effect: Increases Arts skill critical rate by 20(→30)%. 5
★1 Vital / Max HP +30
★3 Vital / Max HP +30
★5 Attack+ / +1 Attack when leveling up
★2 Attack +7
★4 Attack +11
MASTER! Required SP 16000

Sophie's Title

157 Burst Chakra

Obtain: Acquire all titles from 120 to 149

Effect: Burst skill critical rate up by 20 (→30)%. 5 Mind+ / Magic attack +1 on level up

★1 Vital / Max HP +30	2 Magic Attack +7	
★3 Vital / Max HP +30	4 Magic Attack +11	
5 Reforge / CC recovery speed increases by 4%	"MASTER! Required SP 48000	

152 Asbel's Feeling

Obtain: Give the "Jade Statue" to the humanoid in Telos Asty

Effect: While the costume is changed, recover HP every 2 seconds

1 Vital / Max HP +20	2 Attack Power +5	
★3 Asbeatch / Become Asbel	4 Attack Power +8	
5 Reforge / CC recovery speed increases by 4%	"MASTER! Required SP 48000	

●153 Hubert's Feeling

Obtain: Give the "Azure Sea Statue" to the humanoid in Telos Asty

Effect: While the costume is changed, recover HP every 2 seconds

1 Vital / Max HP +20	※2 Defense +5	
3 Hubbeatch / Become Hubert	★4 Defense +8	
5 Reforge / CC recovery speed increases by 4%	"MASTER! Required SP 48000	

154 Cheria's Feeling

Obtain: Give the "Amber Statue" to the humanoid in Telos Asty

Effect: While the costume is changed, recover HP every 2 seconds

★1 Vital / Max HP +20	2 Hit +5	
3 Become Sheratch / Become Sheria	★4 Accuracy +8	
5 Reinforce / CC recovery speed increases by 4%	MASTER! Required SP 48000	

155 Malik's Feeling

Obtain: Give the humanoid of Telos Astyu the "Statue of the Abyss"

Effect: While costume is changed, recover HP every 2 seconds

1 Vital / Max HP +20	Spirit Attack +5	
3 Malikatch / Become Malik	★4 Magic Attack +8	
5 Reforge / CC recovery speed increased by 4%	MASTER! Required SP 48000	

156 Pascal's Feeling

Obtain: Give the humanoid of Telos Astyu the "Crimson Lotus Statue"

Effect: While costume is changed, recover HP every 2 seconds

1 Vital / Max HP +20	Magic Defense +5 (Rank 2)	
3 Pascatch / Become Pascal	4 Magic Defense +8	
5 Reforge / CC recovery speed +4%	"MASTER! Required SP 48000	

157 Richard's Feeling

Obtain: Give the humanoid of Telos Astyu the "Golden Statue"

Effect: While costume is changed, recover HP every 2 seconds

★1 Vital / Max HP +20	2 Evasion +5	
3 Become Rich / Richard	★4 Evasion +8	
5 Reinforce / CC recovery speed increases by 4%	MASTER! Required SP 48000	

158 The Great Pirate

Obtain via @T58 "Magic Karuta" (P413)

While costume is changed, recover HP every 2 seconds

★1 Vital/Max HP +30	2 Evasion +3	
3 Costume: Allows outfit change	★4 Evasion +5	
5 Vital / Max HP +30	"MASTER! Required SP	

159 The Idolmaster Eri

Acquisition: Purchase via download

Effect: While changing costume, recover HP every 2 seconds

★1 Vital / Max HP +50	2 Attack Power +3	
3 Costume / Allows outfit change	4 Attack +5	
5 Vital / Max HP +50	MASTER! Required SP 60000	

160 Middle School Mascot

Acquisition: Purchase via download

Effect: While costume is changed, recover HP every 2 seconds

★1 Vital / Max HP +50	2 Attack Power +3	
3 Costume / Allows outfit change	4 Attack +5	
5 Vital / Max HP +50	MASTER! Required SP 60000	

161 Love-marriage Aspiring Puppeteer

Acquisition: Purchase via download

Effect: While costume is changed, recover HP every 2 seconds

1 Vitality/Max HP +50	★2 Attack +3	
3 Costume / Allows outfit change	4 Attack +5	
5 Vital / Max HP +50	[MASTER! SP required] 60000	

162 C.C.

Acquisition: Purchase via download

Effect: While changing costume, recover HP every 2 seconds

1 Vital / Max HP +50	*2 Attack Power +3	
3 Costume / Allows outfit change	※4 Attack Power +5	
5 Vital / Max HP +50	"MASTER! Required SP 60000	

163 Hatsune Miku

Acquisition: Purchase via download

Effect: While changing costume, recover HP every 2 seconds

★1 Vital / Max HP +50	2 Attack Power +3	
3 Costume / Allows outfit change	4 Attack +5	
5 Vital / Max HP +50	"MASTER! Required SP 60000	

164 Hatsune Miku's Outfit

Acquisition: Purchase via download

Effect: While changing costume, recover HP every 2 seconds

1 Vitality/Max HP +50	2 Attack Power +3	
3 Costume / Allows outfit change	4 Attack +5	
5 Vital / Max HP +50	MASTER! Required SP 60000	

165 Greedy Realist

Acquired Reservation Bonus

Kanka: While changing costume, recover HP every 2 seconds

1 Vitality/Max HP +50	2 Attack Power +3	
3 Costume / Allows outfit change	4 Attack +5	
5 Vital / Max HP +50	"MASTER! Required SP 60000	

Party Character Battle Voice 2

Released are the battle voices of Shelia, Richard, and Malik.
Richard's lines limited to the "Lineage Toward the Future" edition are a must-listen.

Shelia

Pixie Circle	The one who weaves is tolerance; I name that radiance! Pixie Circle / Wishes to the little fairies — Pixie Circle!
Heartless Circle	The one who weaves is peace; I name the miracle of light that makes one forget pain! Heartless Circle / A healing light that erases pain! Heartless Circle!
Fairy Circle	The one who weaves is joy (kaisou); I name the miracle of light that brings happiness! Fairy Circle! / Fairy healing for everyone! Fairy Circle!
Nurse	The one who weaves is loving-kindness; I now name the miracle of light that raises the motherly hand! Nurse! / Send to everyone the sparkle of love! Nurse!
Resurrection	What is spun is an embrace: to the majestic earth comes the miracle of light, and now I give it a name! Resurrection/We will never give up! Resurrection!
Raise Dead	What is spun is revival: name the miracle of light that grants endless, unending life, and now! host hope within can't lose! Right? Everyone! Raise Dead!
Remedy	Lose your restraint in this name! Remedy!/I'll help right away! Remedy!
Recover	All bindings, under this name, vanish into nothingness! -!/Solved in one shot! Recover!
Insight	Bestow the name that ensnares inescapable chains! Insight!/Perfect accuracy, Insight!
Stripping	Bestow the name that crowns an untouchable ro[illegible]! Stripping! The secret of evasion! Tripping!
Holy Vale	Receive this blessed garment and reveal its name: Holy Vale! Inherited Garment (Koromo)! Holy Veil!
Lilijas	Take this name! Lilijas! Fall! Li lijas!

Flash Tear	With this name, carve the admonition! Flash Tear! / Holy Seal! Flash Tear!
Lightning Blaster	O sacred droplet, with this name, scatter the wicked! La[illegible] Lightning Blaster!/And now this one too! Li[illegible] Lightning Blaster!
Divine Saber	O holy light, gather; with this name, strike down my enemies who wrong me! Divine Saber!/Holy Thunder (Ikazuchi), engrave victory! Divine Saber!
Virtuous Ray	Appear here and show your name—not in anger, not in forgiveness but as pure truth! Virtuous Ray!/If I'm going to use this trump card, be prepared for pain! Vir[illegible] tuous Ray!
Indignation	Fill with celestial light! Open the gate of the underworld! With this name, appear! Indignation!/When filled, open! The [illegible]d's thunder — this is the final Indignation! A momentary miracle for us!/Time, freeze!/Freeze Time!
Axel Mode Activation	
Secret and Beautiful	
Asterism Line	I'll show you my trump card! Asterism Line!!
Innocent Garden	Pure souls, gather in the garden of healing! Shine! Innocent Garden!!
Hundred Flowers C[illegible]	Countless blades (yaiba), gather here... The dream you see vanishes! Secret Art: Profusion of Blossoms!!
Trillion Drive	All rounds, go! Even if you cry! I won't forgive you! Trillion Drive!
Secret and Beautiful	The numerous (amata) blades (yaiba) hold infinite feelings... I want suffering... Sleep! Lambda!!
Blue Earth	We will seize tomorrow! Blue Earth!!

Richard

Leavewill	Come forth, fang of the fiends! Leavewill!
Restless Sword	Come forth, restless blade, a succession of sorrow!
Shade Imperial	Come forth, kin of darkness, open the gates of d[illegible] Ar!
Antidote	Green of purification! Antidote!
Siphon Tangle	I deliver to you the entwining, ensnaring black m[illegible] What I watch over is the lingering shadows of nothingness; discern life at the brink of death! Ring Field!
Killing Field	
Shooting Star	Beyond th[illegible] Star! t those who block my path into light! Shooting
Lightning Blaster	Exterminate the enemies spread out before me! Lightning Blaster!
Ignite Prison	Be ensnared by the cage of flame! Crimson blazing fi[illegible] Ignite Prison!
Holy Lance	Holy spear, pierce through with the twelve proofs! Holy Lance!

Accel Mode Activate	I will twist providence!/I'm going all out!/High Spell!
Secret Refresh Qua[illegible]	Decide it in an instant!
Vertex Rose	Sword Flash (Kensen) roar, like a gale! Sloas!
Majesty Gaten Tangle	Gate of Fate! Do you see it too? The noble aurora! Majesti Gate!
Majesty Gate	Gate of Fate — Do you see it too? The noble aurora! Majesti Gate!
(System T[illegible]rd the[illegible]	Royal bloodline, engrave it upon your body! The sword dyed in my crimson is Hio (Crimson Kiss)! Denrou
Royal P[illegible]	
Purge Wind Absolu[illegible]	Sink them with this technique! Scarlet Phoenix Absolute Flame Stri[illegible] Our resolve will not waver! Blue Earth!!
Blue Earth	

Malik

Rock Lance	Behold the fierce onslaught: Rock Lance — watch your feet! Appear, Rock Spear! (Misasagi) — It pierces and scatters the crystallized gem! Run forth! Assault, Cluster Raid! Marvel at it! Appear, Crystal Blade!
Cluster Raid	
Air Pressure	Ryo, he who carved the overture of collapse. Heavy Pressure, Air Pressure! -!/Have you finished regretting?/Come forth, the Formation of Disintegration!
Lady's Ruption	Ryo, he is the incarnation of wrath; his passion shakes and buries all—absolute ruin! Explosive Collapse, Le Disruption! /Don't make me too angry! Come forth, Guide of Shattered Dust (Kaijin)!
Photon Praise	He is the unending breath: Photon Praise / Flame is passion! Come forth, Scorching Heat!
Burn Strike	Homura (ほむら), the raging roar of the berserk dragon god! Swallowing the earth in scorching flames, Burn Strike! / Rapid salvo, shall I let it fly? Come forth, Explosive Blaze!
Phantom Flare	Homura, the ethereal flame that watches over souls! Lead them to a place of rest! Funeral Flame, Phantom Flare! / It's a re[illegible] Homura, the undying eternal pulse! Unwavering will beats in this chest! Purifying Flame, Blazing Hearts / This is my real power! Come forth, valiant extreme flame (Gokuen)! It is a frozen threat! Co[illegible]
Blazing Hearts	
Cool Threat	
Ice Spine	Frost Fang, it is the assembled infinite blade—pierce and then shatter! Ice Blade, Ice Spine! / Don't get too cocky, all right? Come forth, Ice Flash!
Icicle Pain	Frozen Fang, become a merciless spear and hold a banquet of annihilation! Icicle Bane! / Are you not going to run? Come forth, pale spear!
Frigid Coffin	Frozen Fang, become a sword of severance and cut down the enemies who are my foes! Frost Sword, Frigid Coffin! It's a bittersweet farewell! Come forth, Seiren's (Seiren) Sword!

Vanish Flow	Gale — that is the fleeting murderous blade; an unann[illegible] Unable to grant that, instant kill, Vanish Flow / Finished in an instan[illegible] Do you hate ending things swiftly? Come forth, deadly blade!
Bind Ghost	Binding curse, the obsession that entwines! Bind Ghost! If I catch you, I won't let go. Come forth, Iron Chain (Te[illegible]
Siphon Tangle	Corrosion, the end of hope! Siphon Tangle! Struggling is a hassle, isn't it? Come forth, Grudge Chain (Onsa)! Holy Sword, it becomes the light that repels the dark cloud piercing the dragon and grants us victory! Dragon Slayer!! / T[illegible]
Dragon Slayer	
Ablade Burrow	Explosion, the secret god of the earth Ablade Barrow! / Look over here, then you'll understand! Danger sleeps all around!
Revive	Revive, it is the hope that cannot perish! Conceal it! Revive! / Better safe than [illegible]! Explosive blaze!
Suicide Echo	Ah, the promise of the [illegible] fall! Death-Defying, it is the will to survive! Suicide Echo! / Burning c[illegible]
Swift Dance	My sword, dance with the wind! / Can you see it? Swift Dance! / Don't underestimate me! / My secret move! / Grapple Dance! / I'm not ov[illegible]
Mysterious Righteo[illegible]	Let's begin!
Calamity Rondo	Ultimate Art, Calamity Rondo!!
Malik Beam	If you're a man, speak with your back! Malik Beeeam!
Blaze Waltz	Dance with the flames! Can you read this sword techni[illegible] / Blaze W[illegible]
Eternal Serenade	Embrace your pride and sleep forever! Become nothing and vanish, Eternal Serenade!!
Reading the heavens, [illegible]	Slash this continuously! Heaven-shaking, sky-splitting slash, light whirlwind wave shatter[illegible] crushing divine punishment killing strike! Take this continuously! Shake Split Slash Wind Crush Punish Divide Endo! You will be the last to use this technique! Lambda! Sleep her[illegible]
Divine str[illegible]	
Secret Arts, Subtle [illegible]	
Blue Earth	

Hubert

Hubert

Hubert wields a weapon that can transform from a double-bladed sword into dual pistols, allowing him to handle both close combat and ranged attacks. Although his variety of skills is limited, he can also use healing magic. Joining the party late, he still demonstrates versatile capabilities

Weapons: Double-Edged

Armor: Plate Garment

Unique Accessory: Glasses

Ability Description — Switch weapons in response to the situation

Hubert's combat style is to switch between close-range Arts attacks and long-range Burst attacks depending on his distance from the enemy. He can freely chain the two types: first use the twin-gun techniques to strike enemy weak points from afar and deal damage, then when his CC maximum has increased, bring the fight into close range with the twin-sword techniques. All of his offensive arts have short casting times but a high number of hits, so you should combine them according to the enemy's weakness traits.

Because his accuracy is the highest among all characters, even if combo counts increase through chaining, enemies are unlikely to evade him. Along with his also-high attack value, further build on this strength to reinforce chained Arts attacks. In contrast, Hubert's own evasion grows slowly and there are limits to how much equipment or skills can raise it. Instead, increase his defense and magical defense while handling enemy attacks with Guard or Step to cover this weakness.

▼Stat growth tendencies

	HP	Attack Blossom	Defense Resonance	Magic Attack	Magic Defense	Accuracy	Evasion
Level 1	792	196	161	95	146	170	84
Level 50	2592	342	281	166	255	296	149
Level 100	3964	452	371	220	337	392	199
Level 150	5089	542	446	264	404	471	241
Level 200	6214	633	520	308	472	549	282

Arts Skill: Dual Sword Technique

He wields a double-edged weapon that can be split and unleashes sword techniques in close combat. Hubert has high attack power, so you'll want to make him a primary choice, but overall his skills have a low critical rate, making it difficult to raise his maximum CC. Start by fighting with burst skills.

Recommended arts/skills

Sky-Breaking Absolute Palm Strike

With CC4 arts skills the attack is short and he moves to the enemy's back to shove them, making counterattacks unlikely.

▼ Arts skill route

Burst Technique: Dual Pistols

Firing a variety of bullets from the two guns held in both hands to precisely target enemies. Because burst techniques leave you vulnerable after activation, if you intend to finish a sequence, cancel the recovery animation with a step. In battles where healers are scarce, don't forget to heal allies using the two types of healing arts.

Recommended Ar

Flare Shot

A basic gun technique usable when you want to attack from a distance for the time being. Because it can fire repeatedly, y

Combo Explanation: Aim to trigger the Mystic Arte with techniques that have many hits

In battle, first use burst techniques for ranged attacks to raise the maximum CC value, then close the distance and connect combos with arts techniques. A combo is a chain pattern that efficiently links arts techniques up to CC4. If you want to heal Hubert's HP while attacking, insert "Gathering Method" after a CC3 technique. If there is still CC capacity after "Ku "HaZetsu Palm Strike,"

Follow up a distant enemy with "Flare Shot." Aside from those two techniques, this becomes a linked attack you can use from the early game when CC is low. Combo 2 triggers the Mystic Arte "Unstan "Vals" after a chain of 25 or more hits. The combo can sometimes break during "Twin Phantom Frenzy," but you can connect it reliably by driving the enemy toward the edge of the battlefield while attacking.

▼ Recommended combos

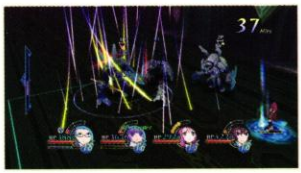
Accel Mode — Rake up hit counts with raining arrows

Arrow Rain

Effect ● Release countless arrows into the sky and make them fall around the target (Power: 90 Critical 200)
[Duration] Axle gauge amount × 6 seconds (50% = 3 seconds, 100% = 6 seconds)

Required title 21: The Man Who Refuses

Transform the dual swords into a bow and fire countless arrows into the sky. While in Axle Mode, bows will continue to rain down on the target and its surroundings. This is a prime opportunity to rack up hit counts, so Hubert should also launch attacks. If you chain Arts techniques into moves like "Whirlwind Rift Dash" or "Dual Phantom Frenzy," reaching over 75 hits and activating a Level 3 Mystical Art is not difficult.



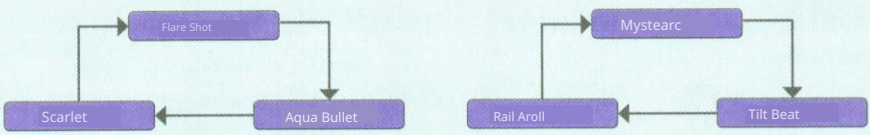
Be near the target
If so, the raining arrows

Prevent enemy approach. Chant Fi (ch
The casting is not disrupted and the s
can be activated.

Execute loop attacks through skill alteration

Similar to Asbel, there are Hubert's Burst Arts that can cause skill alteration. For that, you also need to learn the skill, and it is activated by holding the button down as well. Hubert has two skill-alteration routes; their characteristic is that three arts with the same CC cost loop. In other words, for each art *Spell/Skill Alteration Route

If you have learned the skill, you can repeatedly attack simply by holding the button until CC runs out. The advantage of skill alteration is that you can incorporate Burst Arts other than the set one into combos. In Hubert's case, if you set one CC2 art and one CC3 art, you can unleash six different attacks.



Hubert's arts and techniques

技 Attack CC1

Koget

Crescent Blade

Power 100 | Hit Count 2 | Critical 75 | Casting Time

Wields a dual blade to slash enemies. The attack method changes with stick input; when pressing up or down the reach becomes longer, but the number of hits decreases.

習得 Enhancement Learned from the beginning

技 Attack CC2

Shingetsu

New Moon

Power 180 | Hit Count 2 | Critical 80 | Casting Time

Rotate both swords in large circles to perform continuous slashes that launch enemies. The reach is not as short as it looks, and it pulls struck opponents toward you.

習得 Enhancement Learned from the beginning 82 Crescent Pride 1/5 83 Crescent Soul 1/5

技 Attack CC3

Tsuki

Deep Moon

Power 260 | Hit Count 4 | Critical 90 | Casting Time

After twirling the dual swords overhead, delivers a front roundhouse kick. The initial slashes have many hits and can strike the surroundings, making it useful when surrou

習得 Enhancement Learned from the beginning 84 Deep Mo

技 Attack CC4

Ryusei

Shooting Star

Power 330 | Hit Count 8 | Critical 120 | Casting Time

Raises enemies with an upward slash and slams them into the ground. The shockwave generated at that moment can also hit nearby enemies. The combo is prone to breal

習得 Enhancement Learned from the beginning 86 Meteor Pride 1/5 87 Meteor Soul 1/5

技 Attack CC2

Yogahazan

Tiger Fang Slash

Power 180 | Hit Count 4 | Critical 80 | Casting Time

Performs a jumping slash to launch enemies and then strikes the next blow in mid-air. The skill activates quickly and, among CC2 arts skills, has the highest number of hits.

Learn/Enhanc 1 Serious Younger Brother 1 23 Apprentice Musketeer 3 31 Major Suikō (Suikō Major) 1 88 Pride of Tiger Fang 1/5 89 Soul of

技 Attack CC2

Sanpūga

Wind-Cleaving Fang

Power 170 | Hit Count 3 | Critical 80 | Casting Time

Rotate both swords to generate a vacuum wave and slash so as to pull enemies in front of you toward the left. Because you also move to the right, distance increases a

習得 Enhancement 1 Serious Younger Brother 323 Apprentice Musketeer 544 Combo Fighter 390 Pride of the New Wind 1/5 591 Soul of

Active Attack CC2

Danraiga

Thunderbreaking Fang

Power 170 | Hit Count 3 | Critical 80 | Casting Time

Strike lightning down in front of you to attack. You move to the left and push enemies to the right, which is the exact opposite of "Cutting Wind Fang." It is easy to chain comb

Acquisition/Enhancement 2 Lord's Second Son 123 Apprentice Musketeer 144 Combo Fighter 192 Pride of Thunder Severance 1/5 93 Soul

技 Attack CC3

Hōbakka

Explosive Blossom

Power 280 | Hit Count 3 | Critical 95 | Casting Time

Step forward and thrust; if the attack hits an explosion occurs. In that case, Hubert will be knocked backward, so follow up with a long-reach move.

Learn/Enhanc 4 Garrison Governor 3 34 Skill Beginner 170 Collector Novice 3 94 Pride of Bakka 1/5 95 Soul of Bakuka 1/5

技 Attack CC3

Sojinken

Twin Dust Sword

Power 250 | Hit Count 6 | Critical 95 | Casting Time

Raises dust with sword pressure and batters enemies with slashes. The reach is short, but the attack area is wide. When chained from "New Moon," the first strike is prone to v

Acquisition Enhancement 10 Pride Brother 141 Critical Color 559 Baron 196 Twin-Dust Pride 1/597 Twin-Dust Soul 1/5

技 Attack CC3

Senpuurekku

Whirlwind Rift Charge

Power 290 Hit Count 10 Critical 95 Casting Time

Generates a vacuum wave by spinning both swords and attacks while moving to the enemy's right side. It has many hits, but because the attack directions are not consist

Acquisition Enhancement 6 Youngest Officer 125 Dual-Sword Officer 353 Item Getter 398 Pride of Manufacturing 1/5 99 Soul of Manufacturi

技 Attack CC4

Kuuhazesshougeki

Sky-Shattering Palm Strike

Power 370 Hit Count 2 Critical 120 Casting Time

From a high-speed charge, thrusts forward, then moves to the opponent's rear and shoves them to the opposite side. The reach is long, but if the distance to the opponent is

Acquisition Enhancement 7 Bittersweet 126 Advanced Dual Swordsman 135 Skill Expert 3 100 Pride of Kūha (1/5) 101 Soul of Kūha (1/5)

技 Attack CC4

Sōgenrambu

Twin Phantom Chaotic Dance

Power 350 Hit Count 15 Critical 120 Casting Time

Split the weapon into two to form dual blades and slash the enemy repeatedly with a graceful sword technique. Because the reach is short, there are many whiffs after

習得 Enhancement 7 Bittersweet 557 King Mastery 198 Pride of Kaku 3 102 Pride of Dual Illusion (1/5) 103 Soul of Dual Illusion (1/5)

技 Attack CC4

Raigashōrai

Thunder Fang Summon

Power 320 Hit Count 8 Critical 120 Casting Time

Summons lightning around the user, attacking a wide area centered on themselves. Rather than targeting individuals one by one, it is convenient for repelling multiple nea

Learn/Enhance 27 Veteran Dual Swordsman 154 Item Hunter 367 Hard Soldier 1 104 Pride of Thunder Bullets 1/5 105 Soul of Thunder Bulle

B 技 Attack CC2

Flare Shot

Power 220 Hit Count 1 Critical 180 Casting Time

Switch to twin-gun mode and fire bullets that explode on impact. When fired in rapid succession, the left and right guns alternate; the explosions can drive enem backward

習得 /Strengt 2 Lord's Second Son 33 Major 124 Regular Soldier 1 108 Pride of Flame Bullets 1/5 109 Soul of Flame Bullets 1/5

B 技 Attack CC2

Aqua Bullet

Power 200 Hit Count 2 Critical 160 Casting Time

Cross both hands and fire bullets simultaneously from the twin guns. Shorter in range than "Flame Shot," and depending on distance it may fail to hit enemies directly in front.

Learn/Enhar 3 Major 3 Caring Older Brother 1 24 Regular Soldier 3 110 Pride of Azure Bullets 1/5 111 Soul of Azure Bullets 1/5

B 技 Attack CC3

Scarlet 80

Power 230 Hit Count 2 Critical 190 Casting Time

Move left while firing in rapid succession. Use this technique to break the barrier of enemies with "Violent Star" and then initiate a combo. Its range is slightly lon than "A

習得 / Enhanc 3 Major 524 Regular Soldier 532 Noble Soldier 3 112 Crimson Pride 1/5 113 Crimson Soul 1/5

B 技 Attack CC3

Mystearc

Power 310 Hit Count 4 Critical 150 Casting Time

Fires two pistols in a radial sweep. Because shots are aimed toward the ground, the ra is short, but it can hit a wide area. The closer the shot is fired to the target, the more hits it will register.

Acquired E Enhancement Youngest Officer 325 Dual-Sword Officer 166 Second Stage 1 114 Divine Arc Pride 1/5 11

(B High Attack CC3

Tilt Beat

Power 350 Hit Count 7 Critical 250 Casting Time

Shoots bullets at the enemy's feet to detonate them, then follows up with rapid fire on the high-fly If the first shot does not catch the enemy, they become unprotected, so fire from suffi ly close

Placement/En 5 Caring Brother 539 Gunner 3 66 Second Stage 5 116 Ascending Claw Pride 1/5 117 Ascending Claw Soul 1/5

Hubert's arts and techniques

(2) Charged Attack CC3

Rail Aroll

Power 330 Hit Count 4 Critical 180 Casting Time

Leap backward to create distance while rapidly firing beams to shoot enemies. This is a technique for attacking while keeping distance from enemies and is not very

習得 Enhancement 16, Playful Glasses 171, Collector (Intermediate) 578, Buyer 5 118, Spiral Pride 1/5, Spiral Soul 1/5

技 Attack CC4

Riv Gravity

Power 450 Hit Count 6 Critical 250 Casting Time 1.00 seconds

Generate a gravity field in front of you that knocks down enemies caught within it. The attack area is wide, but the number of hits decreases the further targets are from

Get Reinforced 16 Toboke Glasses 526 Advanced Dual Swordsman 3 112 Crimson Pride 3 120 Anti-Gravity Pride 1/5 121 Anti-Gravity So

技 Attack CC4

Cross Mirage

Power 430 Hit Count 5 Critical 230 Casting Time 1.17 seconds

Simultaneously fires bullets from both guns. When the bullets hit an enemy or the two bullets c the energy disperses, damaging surrounding enemies.

習得 Enhan 17 Bittersweet 3 14 Loves the Land 346 Combo Master 3 122 Phantom Pride 1/5 123 Phantom Soul 1/5

技 Attack CC5

Crack Beast

Power 550 Hit Count 6 Critical 270 Casting Time 1.33 seconds

Fires two bullets simultaneously like those of a ferocious beast. The bullets pounce on the targe attacking repeatedly and pulling them toward the front. The range is quite long.

Acquired Enhancement 9 Holder of the Name Lant 127 Veteran Dual Bladesman 379 Two-Handed Buyer 5 124 Pride of Beast Breaker 1/5 Soul 1/5

技 Attack CC8

All the Way

Power 600 Hit Count 13 Critical 280 Casting Time 1.50 sec

Rapidly fires ice bullets forward. Summons ice pillars across a wide area to pierce enemies. Its ra is short, so either fire at close range or wait for enemies to approach before attacking.

Snow Gain/Enhancement 28 Hero Dual Swordsman 372 Collector Advanced 580 Regular Buyer 1126 Pride of the Frozen Wall 1/5 127 Sou

術 Recovery CC3

Antidote

Power – Hit Count – Critical 200 Casting Time 1.00 seconds

A healing magic that dispels one ally's "Poison", "Paralysis", "Debuff", and "Burn". Reduce the skill's casting time to deal with status ailments more quickly.

Learn Enha Brotherly Love 370 Collector Beginner 173 Waiting Collectors 3 128 Pride of Antidote 1/5 1

Hope Re CC4

Heal Wind

Power – Hit Count – Critical 200 Casting Time 3.50 seconds

Heals allies within the effect area for 25% of their HP. The area is not wide enough to heal many people at once, so it is best used as a single-target healing spell.

習得 Enhan 6 Youngest Officer 511 Secretiveness 375 Wealthy 1130 Pride of the Fresh Breeze 1/5 131 Soul of the Fresh Breeze 1/5

技 Attack CC4

R. Thunderbolt

Power 390 Hit Count 6 Critical 190 Casting Time

Leaps high forward and emits a high-voltage current directly downward. The attack has a wide range and can hit enemies that are downed. It is also easy to follow up with co

習得 Enhancement 21 Man Who Refuses 3 128 Pride of Opposition 3 132 Pride of Thunder 1/5 133 Soul of Thunder 1/5

技 Attack CC4

Shuho

Gathering Method

Power 20 Hit Count 2 Critical – Casting Time

During a CC3 arts move, hold the button to activate. Restores 20% of the user's HP and simultaneously attacks enemies with a shockwave. The shockwave lifts enemies, al

Learn/Enhance 20 Major of the Bureau for Countermeasures Against Violent Star Monsters 1106 Pride of Energy Gathering 1/5 107 Soul o

Lv1

Unstanvarus

Power 2000 | Hit Count 8 | Critical – | Casting Time

Emit cold air from the soles to lift enemies into the air, then unleash a barrage from twin pistols to shoot them down. The attack has a wide frontal range and can hit ene

警得 Enhancement 4 Occupation Army Governor 160 Nice Baron 5

Lv2

Vanflesh

8☒

Power 3500 | Hit Count 13 | Critical – | Casting Time

Hold the two swords as if they were a bow and fire large and small arrows of light to pierce the target. Upon impact the arrows explore, also damaging other nearby enemies.

警得 Enhancement Light Twin Gunners 329 Unimaginable Major 5

Lv3

Expasion

Power 5000 | Hit Count 29 | Critical – | Casting Time

Switching weapons from dual swords to twin blades and then to twin guns, performing a series of elegant consecutive attacks. The early sword techniques and the final gunsh

Learn/Enha 15 Child of Oswell 558 God Mastery 5

Lv4

Ranvels Reason

80

Power 2500 | Hit Count 16 | Critical – | Casting Time

Approaches the target while firing twin pistols in a spray, then delivers a powerful palm strike that blows them away. The thrust attack can also hit enemies other than the

Learned Enhancement 22 Sub

Party Character – Battle Voice 3

Pascal's battle voice showcasing a variety of offensive techniques. Also notable are her characteristically playful, abbreviated chants!

●Bascular

Wind Needle	Scatter and fly, Shadow (swimming) Wind Needle! / Midori's ♪ prickly spikes!
Fearful Storm	The intersecting one is the terrifying wild god (Aragami)! Fearful Storm!/This is scary! A storm is coming~!
Grim Sylph	I break the peaceful barrier! Manifest it! Grim Sylph!!/Scatter and swirl, intersecting is the peaceful barrier I have broken! Grim Sylph!!
Heat Red	Awaken the scorching heart! Heat Beat! Bright red ♪ A Chichi~!
Ignite Prison	The atoning flames of hell, Ignite Prison! / Punishment Fire! Igny-chan!
Bradflamme	My swung arm is a mighty fist of ashes—manifest it! Bradflamme!/Awaken, the atonement wielded by my mighty fist of ashes! Brad! Flamme!!
Spread	Scatter, fountain of transmigration (puten)! Oh♪ Splash!
Maelstrom	The swirling is an indigo (konjō) invitation! Mael strom / Whirling whirlpools! Spin to your heart's content~!
Chiandim	The will I pierce with is pure! Materialize! Chiandim! Scatter, swirl—my pierced pure will! Shiaan! Diim!!
Hexa Heaven	Pillar of light, protect us! Hexa Heaven! / This is the pillar of light! Flaaash!
Trinity Bit	Protect me, three-colored shield Trinity Bit! / Red, Blue, Green (aka red-blue-green) Unlock!
Assault Sign	Hone your blade! Assault Sign! / Everyo Gather up! Go with spirit!
Lambert Sign	A mighty barrier! Lambert Sign! / Everyone freeze Stand firm and fight with guts!
Shinefield	To friends, healing; to enemies, admonition! Shine Field! /Gather in the ring of healing ♪ Let's go enthusiastically~!
Reinforce	My friend, lend me your strength! Reinforce!/Circle of vitality!
Magnetic Gate	Open the progenitor's door! Magnetic Gate!/Preparing to net them all~♪
Dream Fandam	Manifest it, a new breath! Dream Fandam! / This is my greatest masterpiece!
and manifest! Eight	Come, myriad wisdoms, trace the earth — Eight Celestial Celestial! / Scatter the eight kinds of things everywhere! Fly and scatter, go go! Open the absolute barrier! / Completely invincible
Activate Accel Mode	Kyupīn!
Activate Secret Scri	Suiryoku, the emerald heavenly emperor—slash and g
G・Sword Cross	Sōkai's divine maiden (shinki), carve out an unknown path!
Exceed	Chiandim Exceed!!
B・Assault	Crimson-lotus mighty king, charge and boom!! Bradfla Assault!!
Dream Strikers	Let's go, partner! Let's go! Tettetree ♪ Dri am Strikers, wooah!
Dream Striker Let's go, partner! Let's go! Tettetree ♪ Dri	ream Striker, wooah!
Secret Tome Specia	For Sophie, for everyone! I will embody victory! Pradoflamme Assault!!
Blue Earth	We will carry through our dream! Blue Earth!!

Hubert's Title

01 Serious Younger Brother	★1 ◆Tiger Fang Slash / Damage +5%	★2 Evasion +3	
Acquired Initially	★3 ◆New Wind Fang / Damage +5%	★4 Evasion +5	
Effect Evasion +4(→8)%	★5 Pelihill / Recover HP on Evade +3%	"MASTER! Required SP	900
2 The lord's second son	★1 ◆Thunderbreaking Fang / Damage +5%	※2 Defense +3	
Acquired Initially possessed	★3 ◆ Flare Shot / Damage +5%	★4 Defense +5	
Effect Defense +4(→8)%	★5 Kurimakishima / Critical +1 against enemies with maximum HP	MASTER! Required SP	1500
3 Major	★1 ◆Flare Shot / Damage +5%	★2 Accuracy +4	
Acquired Initially possessed	★3 ◆ Aqua Bullet / Damage +5%	★4 Hit Rate +6	
Effect Accuracy +4 (→8)%	★5 Scarlet / Damage +5%	MASTER! Required SP	3000
04 Occupation Army Governor	★1 ◆ Activates while in Anstanzvals/Ereslize and during coordination	Critical +4	
Acquired Initially possessed	★3 ◆Collapse Burst/Damage +5%	★4 Attack Power +6	
Effect Attack Power +4(→8)%	25 Exceed/Max CC +1	MASTER! Required SP	6000
5 Ca ring Older B	★1 ◆Aqua Bullet/Damage +5%	★2 Attack +5	
Acquired: No.085 (→P266) upon acquisition	★3 ◆ Antidote/Cast Time Reduction +4%	★4 Magic Attack +8	
Effect Magic Attack +6(→10)%	★5 ◆ Tilt Beat/Damage +5%	"MASTER! Required SP	9300
6 The Youngest Junior Officer	★1 ◆ Whirlwind Rift Dash / Damage +5%	※2 Magic Defense +6	
取得 Obtained at No.089 (→P267)	★3 ◆ Misty Arc / Damage +5%	★4 Magic Defense +9	
Effect Magic Defense +6(→10)%	★5 ◆ Heal Wind / Cast Time Reduction +4%	MASTER! Required SP	9800
07 Bittersweet	★1 Sky-Breaking Absolute Palm Strike / Damage +5%	★2 Hit +6	
Obtained at No.129 (→P301)	★3 Cross Mirage / Damage +5%	★4 Hit +9	
Effect Accuracy +6(→10)%	★5 ◆ Twin Phantom Frenzy / Damage +5%	"MASTER! Required SP	12900
8 Twin Musketeers of Light	★1 Dischaos / "Violent Star" Damage Reduction +5%	★2 Attack +6	
Acquis Obtained at No. 146 (→	★3 ◆ While in Vanflesh/Eleslize and during a combo action	★4 Magic Attack +9	
Effect: Removes the Violent Star Barrier on the first hit of Arts skills (all attacks)	Barrier Arts Skills (→all attacks) +3%	"MASTER! Required SP	15800
One who bears the name of 9 Lant	★1 ◆ Crack Beast / Damage +5%	★2 Defense +7	
Acquis Obtained at No. 155 (→P329)	★3 Vital / Max HP +40	※4 Defense +11	
Effect Defense +6(→10)%	★5 Vital / Max HP +50	"MASTER! Required SP	16800
10 Pride Brother	★1 ◆Twin Dust Sword / Damage +5%	★2 Attack Power +3	
Acquired when C121 "That's unfortunate" (→P360) is cleared	★3 Vital / Max HP +40	★4 Attack +5	
Effect Step distance increased by 40(→60)%	★5 Sub-Mastery / When not participating in combat, Mastered +10%	MASTER! Required SP	9000
11 Secrecy	★1 Chris Lowe / Critical +1 against enemies with "Slow"	★2 Evasion +4	
Obtain at T30 "Mysterious Power" (→P400)	★3 ◆Heal Wind / Casting time reduction +4%	★4 Evasion +6	
Effect Step distance increased by 40(→60)%	★5 Sub Heal / When not participating in battle, recover HP after battle +3%	MASTER! Required SP	9300
12 Senior/Junior	★1 Clear Attack / Critical +1 against enemies with lowered attack	★2 Defense +5	
Obtain at T63 "Strange People" (→P415)	★3 Prebend / Damage Reduction While Defending +3%	★4 Defense +8	
Effect: Flinch duration reduced by 20(→40)%	★5 Kurimakishima / Critical +1 against enemies with maximum HP	MASTER! Required SP	9900
13 Hot-Blooded	★1 Chrislow / Critical +1 against "Slowed" enemies	★2 Hit +5	
Acquired |T31 "Photograph of Memories" (→P490) obtained	★3 Vhill / Recover 20% HP after 1 minute	★4 Hit +8	
Effect When overcoming attack negation, win and recover CC [illegible]	[illegible] in battle, experience gain +10%	MASTER! Required SP	12600
14 Loves Rants	★1 Critical +1 against enemies with Clear Attack/Decreased Attack	Attack +6	
Obtain T49 "Hubert's Thoughts" (→P405) to acquire	★3 ◆ Cross Mirage / Damage +5%	★4 Attack +9	
Effect: Adds the damage received directly to attacks (→P2)	★5 ◆ Wraith Speed / While in Ares Rise, Movement Speed +10%	MASTER! Required SP	14100
15 Child of Oswell	★1 Wraith Speed / While in Ares Rise, Movement Speed +10%	★2 Magic Defense +5	
Acquis Obtain T36 "Hubert's History" (→P402) to acquire	★3 Vivaldo / After 1 minute, 4 seconds of complete evasion	★4 Defense +8 (Rank 4)	
Effect: Adds the damage received directly to attacks (→P2)	★5 ◆ Expansion / Activates while in Ares Rise and during combat	MASTER! Required SP	15800

□16 Absent-minded Glasses
Obtain T34 "Her Training Tool" (→P401) to acquire
Effect: Adds received damage directly to attacks (×2)

★1 Rare Arol / Damage +5%
★3 Wraith Speed / While in Eles Rise, movement speed +10%
★5 Live Gravity / Damage +5%
★2 Evasion +6
★4 Dodge +9
"MASTER! Required 9600

17 Modern-style Youth
Acquis ■Obtain T52 "Fashion Cat-Nin" (→P406)
Effect While costume is changed, recover HP every 2 seconds

★1 Vital / Max HP +30
★3 Costume/Outfit change available
★5 Wraith Speed / While in Ares Rise, Movement Speed +15%
★2 Attack +6
★4 Attack +9
"MASTER! Required 8000

■18 Double Glasses
Acquis Obtained in T69 "Swimsuit Theft" (→P418)
Effect: While costume is changed, recovers HP every 2 seconds

★1 Holy / HP Auto-Recovery +5
★3 Costume/Outfit Change Enabled
★5 Absorb/ HP Recovery on Hit +4
★2 Accuracy +7
★4 Accuracy +11
"MASTER! Required 6500

19 Element Modification
Acquired: Purchased from the humanoid of Telos Astyu
Effect: Stun duration reduced to 3/4 (1/2)

★1 Vital / Max HP +30
★3 Vital / Max HP +40
★5 Vital / Max HP +50
★2 Evasion +5
★4 Evasion +8
"MASTER! Required 3800

20 Major, Anti-Rampant Monster Countermeasures Headquarters
Acqui Obtained in No.170 (→P342)
Effect Attack Power / Magic Attack +5 (7)%

★1 ◆Energy Gathering Method / Recovery Effect +10%
★3 Vital / Max HP +40
★5 When Arts skill first hit an enemy who is Stunned/Unconscious, CC recovery +1
★2 Attack +5
★4 Magic Attack +8
"MASTER! Required 24000

21 The Man Who
Acquis Obtained at No.179 (→P351)
Effect While defending, Accelerator gauge increase rate is 1.3(→1.5) times

★1 Accelerator / When Accelerator gauge is 50% or more, Accelerator Mode activates
★3 ◆R. Thunderbolt / Damage +5%
★5 Stun / When Arts first hit an enemy that is incapacitated, CC recovery +1
★2 Defense +5
★4 Defense +8
"MASTER! Required 30000

22 Thousands of Subordinates
Acquis Obtained from T75 "Hubert's Marriage Meeting" (→P420)
Effec "Hourglass" effect duration is 1.5 (→2) times

★1 Stun / When Arts first hit an enemy that is incapacitated, CC recovery +1
★3 ◆Marvels Raijin / Activates while in 100% Accelerator Mode and during a chain
★5 Exceed / CC cap +1
★2 Attack Power +3
★4 Attack Power +8
"MASTER! Required 36000

■23 Apprentice Musketeer
Acquired Obtained a
Effect: Attack Power & Magic Attack +3(→4)%

★1 ◆Thunderbreaker Tooth / Damage +5%
★3 ◆ Tiger Fang Breaking Slash / Damage +5%
★5 ◆ New Wind Fang / Damage +5%
★2 Attack Power +3
★4 Attack +5
MASTER! Required 3000

■24 Regular Soldier
Acquisition Obtained at level 20
Effect: Accuracy & Evasion +3(-4)%

★1 Flare Shot / Damage +5%
★3 Aqua Bullet / Damage +5%
★5 Scarlet / Damage +5%
★2 Defense +3
★4 Defense +5
"MASTER! Required 8000

■25 Dual-Sword Officer
Acquisition Obtained at level 30
Effect Attack Power · Magic Attack +4(→5)%

★1 ◆ Misty Arc / Damage +5%
★3 ◆Whirlwind Rift/ Damage +5%
★5 Crit Resist/ Critical +1 against enemies with reduced magic defense
★2 Evasion +4
★4 Evasion +6
"MASTER! Required 9000

■26 Advanced Dual Swordsman
Acquisition Obtained at Level 40
Effect Accuracy Evasion +4(→5)%

★1 ◆Sky Break Absolute Palm Strike/ Damage +5%
★3 Rive Gravity/ Damage +5%
★5 Disbird / Damage reduction vs. "Birds" +5%
※2 Accuracy +5
★4 Hit +8
"MASTER! Required 8000

■27 Veteran Dual Swordsman
Obtainment: Acquired at Level 50
Effect: Attack Power Spell Attack +5 (6)%

★1 ◆Thunder Fang Summons / Damage +5%
★3 Crack Beast / Damage +5%
★5 Dispist/ Damage reduction vs. "Beast" +5%
Attack +6
★4 Attack +9
"MASTER! Required 9000

■28 Hero Dual Swordsmen
Acquired Obtained at level 80
Effect: Hit & Evasion +5 (6)%

★1 Disdevil / Damage reduction vs. "Demons" +5%
★3 Vital / Max HP +40
★5 All the Way / Damage +5%
★2 Evasion +7
★4 Evasion +11
"MASTER! Required 24000

29 Unimaginable Major
Acquisit Acquired at Level 100
Effect: Attack Power Spell Attack +6 (→8)%

★1 Vital / Max HP +30
★3 Vital / Max HP +40
★5 Vanfreshe / Activates during chain when 50 or more hits
★2 Evasion +7
※4 Evasion +11
"MASTER! Required 30000

■30 Major Perfect
Acquisition Obtained at level 200
Effect Hit Evasion +6(→8)%

★1 Vital / Max HP +30
★3 Vitality / Max HP +40
★5 Vital / Max HP +50
★2 Magic Defense +7
★4 Magic Defense +11
MASTER! Required 60000

Hubert's Title

31 [illegible]

Obtain 10 times, finish combat within 10 seconds
If combat movement speed +10(→15)%

★1 ◆Tiger Fang Slash / Damage +5%
★3 Kurimakishima / Critical +1 against enemies with maximum HP
★5 Vital / Max HP +50

★2 Evasion +3
★4 Evasion +5
MASTER! Required 4500

32 Noble Soldier

Acquisition Defeat 100 enemies
Effect: Recover CC +2 (→3) when defeating an enemy

★1 Disdevil / Damage reduction vs. "Demons" +5%
★3 ◆Scarlet / Damage +5%
★5 [illegible]nd / Damage Reduction When Defending +3%

★2 Accuracy +3
★4 Accuracy +5
MASTER! Required 4800

33 Blood Soldier

Acquisition Defeat 10[illegible]
Effect: Recover 3 CC upon defeating an enemy (→4)

★1 Vital/Max HP +30
★3 Dischaos / Da[illegible]mage reduction vs. "Stars" +5%
★5 [illegible]rebend / Damage Reduction When Defending +3%

★2 [illegible] Attack +6
★4 Magic Attack +9
MASTER! Required 5000

34 Skill Beginner

Acqui[illegible] Use CC2 arts/techniques 300 times
Effect: Consecutive critical rate increases by 10 (20)%

★1 ◆Collapse Blossom / Damage +5%
★3 When Raylize/Ereslize, CC increase +1
★5 [illegible]ay Heal / Restores +30 HP when Eles Rise

★2 Attack Power +3
★4 Attack +5
MASTER! Required 5400

35 Skill Expert

Use CC3 techniques/skills 750 times
Effect: Consecutive critical hit rate increases by 15 (25)%

★1 When Raylize/Ereslize, CC increase +1
★3 ◆Sky Break Ultimate Palm Strike / Damage +5%
★5 Ray Heal / Restores +30 HP when Eles Rise

★2 Attack Power +5
★4 Attack +8
"MASTER! Required 12000

36 Skill Master

Obtain: Use CC4 arts/skills 1,500 times
Effect: Consecutive critical rate increases by 20 (30)%

★1 Vital / Max HP +30
★3 When Ray Rise / Eres Rise activates, CC gain +1
★5 Ray Heal / Restores +30 HP when Eles Rise

★2 Attack +7
★4 Attack +11
"MASTER! Required 24000

37 Paladin

Obtain Use Arts skills 1000 times
Effect: Critical rate of Arts techniques increased by 10 (→20)%

★1 Holy / HP Auto-Recovery +5
★3 Trick / 25% chance to shorten the transition to dual skills
★5 Rex Mastery / Upon level up, SP gained is multiplied by 1.5

★2 Attack +4
★4 Attack +6
MASTER! Required 6600

38 High Paladin

Obtain: Use arts techniques 10,000 times
Effect: Arts techniques' critical rate increases by 15 (25)%

★1 Holy / HP Auto-Recovery +5
★3 Vital / Max HP +40
★5 Critical / Critical Damage +10%

★2 Attack +7
★4 Attack +11
MASTER! Required 26500

39 Gunner

Acquire: Use Burst skills 750 times
Effect: Burst skill critical rate increases by 10 (20) %

★1 FibriPen / When Near Death, Damage Reduction +10%
★3 ◆ Tiltpete / Damage +5%
★5 Enchant / Increase Effect Duration +20%

★2 Magic Attack +4
★4 Magic Attack +6
MASTER! Required 7800

40 High Gunner

Acquire: Use Burst skills 7,500 times
Effect: Critical rate of Burst Skills increases by 15 (25)%

★1 Fipripen / When near death, damage reduction +10%
★3 Vital / Max HP +40
★5 Enchant / Increase Effect Duration +20%

★2 Attack +7
★4 Magic Attack +11
MASTER! Required 28500

41 Criticaler

Acquire: Land 50 critical hits
Effect When defeating an enemy, Eles Gauge increases by 200 (→300)

★1 Disinsect / Damage reduction vs. "Insect" +5%
★3 Crimaxima / Critical +1 against the enemy with the highest HP
★5 Critical / Critical Damage +10%

★2 Accuracy +3
★4 Accuracy +5
"MASTER! Required 4500

42 Criticalist

Acquire: Land 300 critical hits
Effect When defeating an enemy, Eles Gauge increases by 300 (→450)

★1 Dispist/ Damage reduction vs. "Beast" +5%
★3 Disdevil / "Yoma" Damage Reduction +5%
★5 Crimaxima / Critical +1 against enemies with maximum HP

★2 Hit +5
★4 Hit +8
MASTER! Required 9500

43 Critical Officer

Unlock: Land 1,500 critical hits
Effect When defeating an enemy, Ares Gauge increases by 400 (→600)

★1 Dischaos / "Violent Star" Damage Reduction +5%
★3 Rise/Lower Limit CC+1
★5 [illegible]ases by 400 (→600) when leveling up

★2 Accuracy +7
★4 Accuracy +11
MASTER! Required 24000

44 Combo Fighter

Unlock: Defeat enemies 10 times with combos of 15 hits or more
Effect: Critical hit rate increases at 15 (10) hits or more

★1 ◆Thunderbreaking Fang / Damage +5%
★3 ◆New Wind Tooth / Damage +5%
★5 Critical / Critical Damage +10%

★2 Accuracy +3
★4 Accuracy +5
MASTER! Required 4200

45 Combo Hunter

Unlock: Defeat enemies 7 times with combos of 30 hits or more
Effect: Critical hit rate increases at 30 (20) hits or more

★1 Breath / Healing Arts Effect +4%
★3 Keystone / Critical +1 against enemies with "Petrify"
★5 Critical / Critical Damage +10%

★2 Hit +5
★4 Hit +8
MASTER! Required 9000

46 Combo Master
Achievement: Defeat enemies 5 times with combos of 50 hits or more
Effect: Critical rate increases at 50 (25) hits or more
1 Breath / Healing Arts Effect +4%
3 Cross Mirage / Damage +5%
5 Critical / Critical Damage +10%
2 Hit +6
4 Hit +9
"MASTER! Required 5000

47 Combo Kaiser
Acquire: Defeat enemies 3 times in a combo of 100 hits or more
Effect: Critical rate increases after 100 (50) hits or more
1 Breath / Healing Arts Effect +4%
3 Critical/Critical Damage +10%
5 Vital+ / On level up, Accuracy +1
2 Accuracy +7
4 Accuracy +11
"MASTER! Required 30000

48 Dual Smasher
Obtain: Defeat 2 or more enemies at the same time 5 times
Effect: On enemy defeat, CC recovery +2 (→4)
1 Holy / HP Auto-Recovery +5
3 Breath / Healing Arts Effect +4%
5 Enchant / Increase Effect Duration +20%
2 Accuracy +4
4 Hit +6
MASTER! Required 7500

49 Force Smasher
Obtain: Defeat 4 or more enemies simultaneously 10 times
Effect: On enemy defeat, CC recovery +4 (→6)
1 Holy / HP Auto-Recovery +5
3 Breath / Healing Magic Effect +4%
5 Enchant / Increase Effect Duration +20%
2 Hit +5
4 Hit +8
"MASTER! Required 20000

50 Trait Lieutenant
Obtain: Land 150 hits with attacks that have a weakness trait
If the \"Aquatic\" effective trait is applied
1 Disinsect / Damage reduction vs. "Insects" +5%
3 Dispist/ Damage reduction vs. "Beast" +5%
5 Christone / Critical +1 against "Petrification" enemies
2 Magic Defense +4
4 Defense +6
"MASTER! Required 30000

Lieutenant Command
取得 Hit attacks with the Weakness trait 1,000 times
Effect: Grants the active trait "Eidolon (Spirit Form)"
1 When the first hit of an Arts skill strikes a stunned/unconscious enemy, CC recovery +1
3 Disinsect / "Insect" Damage Reduction +5%
5 Dischaos / "Violent Star" Damage Reduction +5%
2 Magic Defense +4
4 Defense +8 (Rank 4)
"MASTER! Required 95000

52 Trait Major Gener
Acquire: Hit attacks with the Weakness trait 10,000 times
Effect: Grants the active trait "Amorphous"
1 Dischaos / "Violent Star" Damage Reduction +5%
3 Rise / Minimum CC +1
5 Resist+ / Magic Defense +1 on Level Up
2 Defens
4 Magic Defense +9
MASTER! Required 295000

53 Item Getter
Acquisition: When the number of items obtained from battle victories exceeds 50
Effect: Item drop rate increases by 4 (8)% each time an enemy is defeated
1 Survivor / Item time limit reduction +8%
3 Whirlwind Rift Dash / Damage +5%
5 Revive with Life Gain / Life Bottle HP +10%
2 Magic Attack +4
4 Magic Attack +6
"MASTER! Required 85000

54 Item Hunter
Acquisition: When the number of items obtained upon victory in battle exceeds 250
Effect: Item drop rate +6 (10)% each time an enemy is defeated
1 Survivor / Item duration reduction +8%
3 Lightning Fang Summon / Damage +5%
5 Life Gain / Revival with Life Bottle HP +10%
Spirit Attack +5
4 Magic Attack +8
"MASTER! Required 80000

55 Item Vacuum
Acquisition: When the number of items obtained upon victory in battle exceeds 1,250
Effect: Item drop rate +8 (-16)% each time an enemy is defeated
1 Survivor / Item time limit reduction +8%
3 Life Gain / HP +10% when revived with a Life Bottle
5 Defense / Defense on level up
2 Attack +7
4 Magic Attack +11
MASTER! Required 380000

56 Chief Mastery
Acquisition: Master 5 types of titles
Effect: CC cap +1 (→2)
1 Ficrity / When near death, Critical Rate +25%
3 Fispeel / When near death, Casting Speed +10%
5 Exceed / CC cap +1
2 Magic Attack +4
4 Magic Attack +6
"MASTER! Required 90000

57 King Mastery
Acquire mastery of 40 types of titles
Effect: CC cap +2 (→3)
1 Twin Illusion Dance / Damage +5%
3 Fispel/When near death, casting speed +10%
5 Rise/Minimum CC+1
2 Magic Defense +5
Defense +8 (Rank 4)
"MASTER! Required 35000

58 God Mastery
Acquire mastery of 80 types of titles
Effect: CC cap +3 (→4)
1 Vital / Max HP +30
3 Vital/ Max HP +40
5 Expasion/Activates during linkage when achieving 75 or more hits
2 Magic Defense +7
4 Magic Defense +11
"MASTER! Required 525000

59 Baron
Acquire: Learn 30 different skills
Effect: Reduce damage of 30 (60) or more to one-tenth
1 Dual Dust Sword/Damage +5%
3 Prebend / Damage reduction when defending +3%
5 Enchant / Increase Effect Duration +20%
2 Magic Defense +4
4 Defense +6
"MASTER! Required 72000

60 Nice Baron
Acquisition: Learn 150 different skills
Effect: Does not flinch from damage of 20→40 or less
1 Ficrity / When near death, Critical Rate +25%
3 Prebend / Damage Reduction While Defending +3%
5 Metanvalse / Activates during combo on 25+ hits
2 Defense +5
Defense +8
"MASTER! Required 80000

Hubert's Title

61 Gorgeous Baron

Acquire: Learn 350 different skills
Effect: Halves damage of 900 (→750) or greater

★1	Chrisraw / Critical +1 against enemies with "Slow"	*2 Defense +7
★3	Clear Attack / Critical +1 against enemies with decreased Attack Power	4 Defense +11
★5	Exceed / Max CC +1	"MASTER! Required 30000

62 The Trailblazer

Acquisition
Win 50 battles while controlling Hubert
Effect: Mystic Art damage +20 (40)%

★1	Charge+/Chant Charge: After charging for 1 second or more, a "Red Charge" occurs	2 Defense +4
★3	During recovery/while being launched, press a button to perform an aerial tech	4 Defense +8
★5	Exceed/Max CC +1	"MASTER! Required 72000

63 Burn Guard

Acquisition: Block 5 attack
Effect: Prevents "Burn" (CC

★1	Divern / Reduce "Burn" effect by 5%	2 Evasion +7
★3	Divern / Reduce "Burn" effect by 5%	4 Evasion +11
★5	Divern / Reduce "Burn" effect by 5%	"MASTER! Required 45000

■64 Slow Guard

Obtain: block the attack of "Slow" 5 times
Effect: Prevents "Slow" (+CC recovery)

★1	Dislow / Reduce "Slow" effect by 5%	※2 Defense +4
★3	Dislow / Reduce "Slow" effect by 5%	4 Defense +6
★5	Dislow / Reduce "Slow" effect by 5%	MASTER! Required 60000

■65 Weak Guard

Acquisition: Block 5 attacks of "Debuff"
Effect: Prevents "Debuff" (+CC recovery)

★1	Dischic/ Reduces "Debuff" effects by 5%	★2 Attack +5
★3	Dischic/ Reduces "Debuff" effects by 5%	4 Attack Power +8
★5	Reduced "Deterioration"/"Debuff" effects by +5%	MASTER! Required 97500

66 Second Stage

Acquisition: Win 100 battles on difficulty "Second" or higher
Effect: Grants an effective "Beast" trait

★1	Mysteark / Damage +5%	2 Accuracy +4
★3	Critical After 1 minute, CC increases by +2	4 Hit +6
★5	Tilt Beat/Damage +5%	"MASTER! Required 90000

67 Hard Soldier

Acquisition
Win 200 battles on difficulty "Hard" or higher
Effect: Grants the "Mechanical" effective trait

★1	Thunderfang Summon / Damage +5%	★2 Hit +5
★3	Trick / 25% chance to shorten transition to dual swords	4 Hit +8
★5	Submastery / When not participating in battle, SP gain MASTER! Required 150000	

■68 Evil Knight

Acquisition: Win 300 battles on difficulty "Evil" or higher
Effect: Grants the "Reptile" effective trait

★1	Vital / Max HP +30	2 Hit +6
★3	Vital / Max HP +40	4 Hit +9
★5	Vitality / Max HP +50	MASTER! Required 210000

■69 Chaos Lord

Obtain: Win 400 battles on difficulty "Chaos" or above
Effect: Grants the effective trait "Human"

★1	Trick / 25% chance to shorten transition to dual swords	Accuracy +7
★3	Vital / Max HP +40	4 Accuracy +11
★5	Vital / Max HP +50	MASTER! Required 300000

70 Collector: Novice

Obtain: Item collection rate exceeds 10%
Effect: Each time an enemy is defeated, item drop rate increases by 3 (6)%

★1	Antidote / Casting Time Reduction +4%	2 Attack +4
★3	Collapse Burst/Damage +5%	4 Magic Attack +6
★5	Sub Heal / When not participating in battle, recover +3% HP after battle	6000

71 Collector: Intermediate

Obtain: Item collection rate exce
Effect: Each time an enemy is defeated, item

★1	While using Ray Recover / Eles Rise, recover from status ailments	Attack +5
★3	Sub Heal / When not participating in battle, post-battle HP recovery +3%	Attack +9
★5	Ray Allor / Damage +5%	"MASTER! Required 90000

72 Advanced Collector

Acquired: Item collection rate exceeds 60%
Effect: Item drop rate increases by 7 (13)% each time an enemy is defeated

★1	Sub Heal / When not participating in battle, recover 2% HP after battle	2 Magic Attack +6
★3	Cristone / Critical +1 against enemies with "Petrify"	4 Attack +9
★5	Exceed/Max CC +1	"MASTER! Required 180000

■73 Walking Collectors

Acquired: Item collection rate exceeds 98%
Effect: Item drop rate increases by 9 (16)% each time an enemy is defeated

★1	Vital / Max HP +30	★2 Attack +7
★3	Antidote / Casting time reduced by 4%	4 Magic Attack +11
★5	Sub Heal / When not participating in battle, recover HP after battle 3%	MASTER! Required 450000

■74 Saver

Acquired: Maximum held Gald exceeds 10,000
Effect: Gain 10 (15) Gald on critical hits

★1	Vital / Max HP +30	2 Defense +3
★3	Critical Resistance / +1 to critical when attacking enemies with reduced magic defense	
★5	Sub-EX / When not participating in battle, EXP gain +10%	MASTER! Required 90000

■75 Wealthy Person

Acquisition: Maximum carried gald exceeds 50,000
Effect: Gain 20 (→30) gald on a critical hit

★1	Heal Wind / Casting time reduced by +4%	2 Defense +5
★3	Vital / Max HP +40	Defense +8
★5	Sub-EX / When not participating in battle, EXP gain +15%	MASTER! Required 90000

76 Tycoon

Acquisition: Maximum carried gald exceeds 500,000

Effect: Gain 40 (→60) gald on a critical hit

★1 +1 critical when enemy under 1 Critical Resist / magic defense reduction		
★3 Ray Life / On Eres Rise, recover from incapacitation	★4 Defense +9	
★5 Sub-EX / When not participating in battle, EXP gain +40%	[MASTER! Required 8000	

77 Hidden Vault

Acquire: maximum carried guilder (Gald) exceeds 3,000,000

If critical hit, gain 80 (120) Gald

★1 Vital / Max HP +30	★2 Defense +7	
★3 Vital / Max HP +40	★4 Defense +11	
★5 Sub Ex: When not participating in battle, experience gain +40%	[MASTER! Required 8900	

78 Buyer

Obtain: Total consumption of gald exceeds 20,000

If ally Eres Gauge increase rate up by 10 (→20)%

★1 Survivor / Item time limit reduction +8%	★2 Attack +4	
★3 Sub Mastery / When not participating in battle, SP gain +30%	★4 Attack +6	
★5 ◆Rail Aroll / Damage +5%	[MASTER! Required 7500	

79 Ryoute de Nibuyer

Acquire: total Gald spent exceeds 200,000

Effect: Increase allied Eres Gauge growth rate by 20 (→30)%

★1 When revived by Life Gain/Life Bottle, HP +10%	★2 Attack +6	
★3 Sub-Mastery / When not participating in battle, SP gain +10%	★4 Attack +9	
★5 ◆Rail Aroll / Damage +5%	[MASTER! Required 8000	

80 Itsumono Sanbuyer

Acquire: total Gald spent exceeds 2,000,000

Effect: Ally Eres Gauge increase rate up by 30 (40)%

★1 ◆All Way / Damage +5%	★2 Attack +7	
★3 Life Gain / HP +10% when revived by Life Bottle	★4 Attack Power +11	
★5 Sub-Mastery / SP gained +10% when not participating in combat	[MASTER! Required 22500	

81 Omurice Secretary of State

Acquisition: Cook the dish "Omurice" 10 times

Effect: After battle, 12% (→24%) chance to co

★1 Survivor / Item time limit reduction +8%	★2 Defense +4	
★3 Vely Cover / Recover status ailments after 1 minute	★4 Defense +6	
★5 Exceed / Max CC +1	"MASTER! Required 7500	

82 Pride of the New Moon

Obtain by using "New Mo

If

★1 ◆New Moon / Critical Rate +15%	★2 Accuracy +3	
★3 Vital / Max HP +40	★4 Accuracy +5	
★5 ◆New Moon / Chance to reduce accuracy	MASTER! Required 9600	

When damaged, hold the button to perform a low (→medium) probability counterattack

83 Soul of the New Moon

Obtain by using "New Moo

Effect

★1 ◆New Moon / Critical Rate +15%	★2 Hit +5	
★3 Vital / Max HP +50	★4 Hit +8	
★5 ◆New Moon / Chance to recover CC once	MASTER! Required 9200	

When damaged, long-press the button to counterattack with low (→medium) probability

84 Pride of the Deep Moon

Obtain by using "Deep M

Effect: When taking damage, hold the button to perform a low (→medium) probability counterattack.

★1 ◆Deep Moon / Critical Rate +15%	★2 Accuracy +4	
★3 Vital / Max HP +40	★4 Hit +6	
★5 ◆Deep Moon / Chance to recover HP	"MASTER! Required 4200	

85 Soul of Miyazuki

Obtain by using "Miyazuki"

Effect

★1 ◆Deep Moon / Critical Rate +15%	★2 Hit +6	
★3 Vital / Max HP +50	★4 Hit +9	
★5 ◆Miyazuki / Chance to recover CC once	MASTER! Required 9800	

When damaged, long-press the button to counterattack with low (→medium) probability

86 Pride of the Meteor

Obtain by using "Meteor"

When damage occurs, hold the button to counterattack with a low (→medium) probability

★1 Meteor/Critical Rate +15%	★2 Attack +5	
★3 Vital / Max HP +40	★4 Attack Power +8	
★5 Meteor/Chance to recover CC once	"MASTER! Required 5100	

87 Soul of the Meteo

Obtain by using "Meteor" 350 times

Effect: When damage occurs, hold the buttor

★1 ◆Meteor/Critical Rate +15%	★2 Attack +7	
★3 Vital / Max HP +50	★4 Attack +11	
★5 Meteor/Certain chance to recover CC once	"MASTER! Required 8700	

88 Pride of Tiger Fang

Obtain by using "Tiger Fang

Effect: When taking damage, hold the buttor

★1 Tiger Fang Slash/Critical Rate +15%	★2 Accuracy +3	
★3 Pari Heal/HP recovery on evasion +3%	★4 Accuracy +5	
★5 Tiger Fang Slash/Chance to recover HP	MASTER! Required 9200	

89 Soul of the Tiger Fang

Use "牙破斬" 450 times

Effect: When damaged, long-press the button to counterattack with low (→medium) probability

★1 ◆Tiger Fang Slash/Critical Rate +15%	★2 Accuracy +3	
★3 Parry Heal / Recover HP on Dodge +3%	★4 Accuracy +5	
★5 Tiger Fang Slash/Recover CC once when HP is fully r	MASTER! Required 7900	

90 Pride of the New Wind

Acquisi: Use "Shinpu Fang" 90 times

Effect: When damaged, hold the button to perform a low (→medium) probability counterattack

★1 ◆Shinpu Fang / Critical Rate +15%	★2 Evasion +3	
★3 Vital / Max HP +40	★4 Evasion +5	
★5 ◆Shinpu Fang / Has a chance to lower hit rate	MASTER! Required 5400	

Hubert's Title

91 Soul of the New Wind
Obtain: Use "Zanpu Fang" 450 times
When dealing damage, hold the button to perform a low 5 ◆New Wind Fang / Fully restored HP recovers CC1 when attacked

1 ◆Shinpu Fang / Critical Rate +15%	2 Evasion +3	
3 Vital / Max HP +40	4 Evasion +5	
MASTER! Required 9000		

92 Pride of Thunder Severance
Obtain: Use "Danrai Fang"
Effect: When taking damage, hold the button to perform a low 5 ◆Thunderbreaking Fang / Chance to lower Magic Defense

1 ◆Thunderbreaking Fang / Critical Rate +15%	2 Magic Defense +3	
3 Disbard / "Bird" Damage Reduction +5%	4 Magic Defense +5	
MASTER! Required 6800		

93 Soul of Thunder Severance
Obtain: Use "Danrai Fang" 45
Effect: When taking damage, hold the button to perform a low 5 ◆Thunderbreaking Fang / Recover 1 CC when HP is full

1 ◆ Thunderbreaking Fang / Critical Rate +15%	*2 Magic Defense +3	
3 Dispard / Damage reduction vs. "Birds" +5%	4 Defense +5	
MASTER! Required 10200		

94 Pride of Exploding Blossom
Obtain: Use "Crushing Exploding Blossom" 80 times
Effect: When damage occurs, hold the button to counterattack with a low 5 ◆Crushing Exploding Blossom / Chance to recover HP

1 ◆ Crushing Exploding Blossom / Critical Rate +15%	2 Attack Power +3	
3 Absorb / Heal HP on hit +4	4 Attack +5	
MASTER! Required 7800		

95 Soul of Exploding Blossom
Obtain: "崩爆華" used 400 times
Effect: When taking damage, hold the button to perform a low 5 崩爆華 / Recover 1 CC within 10 seconds of start

1 ◆Crushing Exploding Blossom / Critical Rate +15%	2 Attack +4	
3 Absorb/ Recover HP +4 on hit	4 Attack +6	
"MASTER! Required 13400		

96 Pride of Twin Dust
Obtain "Dual Swords" used
Effect: When taking damage, hold the button

1 ◆Dual Swords / Critical Rate +15%	*2 Magic Defense +4	
3 Dislough / Reduce "Sluggish" effect by 5%	4 Magic Defense +6	
5 Dual Swords / Chance to decrease Accuracy	MASTER! Required 9000	

97 Soul of Twin Dust
Obtain "Dual Swords" used 4
Effect: When damage occurs, hold the button

1 ◆Dual Swords / Critical Rate +15%	2 Magic Defense +4	
3 Dislow / Reduce "Slow" effect by 5%	4 Magic Defense +6	
5 Dual Swords / Recover CC once within first 10 seconds	MASTER! Required 12800	

98 Pride of the Crack Rider
Obtain "Whirlwind Split" by u
Effect: When taking damage, hold the button

1 Whirlwind Rift / Critical Rate +15%	2 Evasion +5	
3 Double Illusion Frenzy / Damage +5%	4 Evasion +8	
5 Whirlwind Strike / Chance to reduce hit rate	MASTER! Required 10200	

99 Soul of Rift Drive
Obtain "Whirlwind Rift Drive" by using it 400 times
Effect: When taking damage, hold the button to perform a low 5 Whirlwind Rift / Reduces chance counterattack

1 ◆Whirlwind Rift / Critical Rate +15%	2 Evasion +5	
3 Vital / Max HP +40	4 Evasion +8	
5 Whirlwind Rift / Reduces chance counterattack 10 seconds	MASTER! Required 13800	

1100 Pride of Sky Break
取得 Use "Sky-Breaking Absolute Palm Strike" 70 times
Effect: When damage occurs, hold the button

1 ◆Sky-Breaking Absolute Palm Strike / Critical Rate +15%	2 Attack Power +5	
3 Vital / Max HP +40	4 Attack Power +8	
5 Sky-Breaking Absolute Palm Strike / Chance to recover HP	MASTER! Required 13200	

101 Soul of Sky Break
Obtain "Sky-Breaking Absolute Palm Strike" by using it 350 times
Effect: When damage occurs, hold the button

1 Sky-Breaking Absolute Palm Strike / Critical Rate +15%	2 Attack Power +5	
3 Vital / Max HP +40	4 Attack Power +8	
5 While Sky-Breaking Absolute Palm Strike increases, Recovers 1 CC	MASTER! Required 16800	

102 Pride of Dual Illusion
Obtain "Dual Illusion Rampage" by using it 70 times
Effect When damaged, hold the button to perform a low 5 Dual-Phantom Frenzy / Chance to recover HP

1 Dual-Phantom Frenzy / Critical Rate +15%	2 Hit +6	
3 Disbird / Damage reduction vs. "Birds" +5%	4 Hit +9	
"MASTER! Required 14700		

1103 Soul of Dual Illusion
Acquis Use "Double Illusion Frenzy" 350 times
Effect When damaged, long-press the button to counterattack with a low 5 Dual-Phantom Frenzy / When afflicted by a

1 ◆Dual-Phantom Frenzy / Critical Rate +15%	2 Hit +6	
3 Dispard / Damage reduction vs. "Birds" +5%	4 Hit +9	
MASTER! Required 18800		

104 Pride of Thunder Fang
Acqui Use "Thunder Fang Summon" 70 times
If When damaged, hold the button to perform a low 5 Thunder Fangs / probability Counterbased Effect of Reducing Magic

1 ◆ Thunder Fang Summons / Critical Rate +15%	2 Magic Defense +7	
3 Vital / Max HP +40	4 Magic Defense +11	
5 Thunder Fangs / Chance to decrease	MASTER! Required 16200	

105 Soul of Thunder
Acqui Use "Thunder Fang Summon" 350 times
Effect: When damage occurs, hold the button

★ 1 Thunder Fang Summons / Critical Rate +15%	2 Defense +7	
3 Vital / Max HP +40	4 Magic Defense +11	
5 Thunder Fang Summons / When afflicted by a status	MASTER! Required 22200	

106 Pride of Ki Gathering
Obtain: Use "Ki Gathering"
Effect: Casting speed up by 5(10)%
★1 ◆Breathing Technique / Recovery Effect +10%
★2 Magic Defense +5
★3 Vital / Max HP +40
★4 Defense +8
★5 Breath-Gathering Method / While adding Ascension effect, recover 9000

107 Soul of Ki Gatheri
Obtain: Use "Breath-Gathering Method" 400 times
Effect: Casting Speed 6 (12)% up
★1 ◆Breath-Gathering Method / Recovery Effect +10%
★2 Magic Defense +5
★3 Vital / Max HP +40
★4 Magic Defense +8
★5 ◆Breath-Gathering Method / Certain chance to recover 1 CC MASTER! Required SP 5000

108 Pride of Flame Orbs
Obtain: Use "Flare Shot" 100 times
Effect: When taking damage, hold the button
★1 Flare Shot / Accuracy +15%
★2 Attack +3
★3 Disinsect / Damage reduction vs. "Insects" +5%
★4 Magic attack +5
★5 Flare Shot / After activation, hold the button to change the skill MASTER! SP required 4800

109 Flame Bullet Soul
Obtain by using "Flare Shot" 800 times
When damage occurs, hold the button to cou
★1 Flare Shot / Accuracy +15%
★2 Attack +3
★3 Disinsect / Damage reduction vs. "Insects" +5%
★4 Magic Attack +5
★5 Flare Shots / Chance to recover 1 CC MASTER! Required SP 400

110 Azure Bullet Pride
Acquis Use "Aqua Bullet" 100 times
Effect When damaged, hold the button to perform a low (→medium) probability counterattack
★1 Aqua Bullet / Accuracy +15%
★2 Attack +3
★3 Diverne / Reduce "Burn" effect by 5%
★4 Magic attack +5
★5 Aqua Bullet / After activation, hold the button to change the skill. MASTER! SP required

111 Azure Bullet Soul
Use "Aqua Bullet" 800 times
Effect: When taking damage, hold the button
★1 Aqua Bullet / Accuracy +15%
★2 Attack +3
★3 Divan/ Reduce "Burn" effect by 5%
★4 Magic Attack +5
★5 Aqua Bullet/ Certain chance to recover 1 CC "MASTER! Required SP 9800

112 Crimson Pride
Unlock: Use "Scarlet" 100 times
When dealing damage, hold the button for low (→medium) chance to counterattack
★1 Scarlet/ Accuracy +15%
★2 Defense +3
★3 ◆Rive Gravity/ Damage +5%
★4 Magic Defense +5
★5 Scarlet/ After activation, hold the button to change the skill MASTER! Required SP 7800

113 Crimson Soul
Unlock: Use "Scarlet" 800 times
Effect: When damage occurs, hold the button
★1 Scarlet/ Accuracy +15%
★2 Defense +3
★3 Vital / Max HP +40
★4 Defense +5
★5 Scarlet / Recovers 1 CC with a certain probability "MASTER! Required SP 1400

114 Divine Arc Pride
Obtain by using "Misty Arc" 100 times
When dealing damage, hold button to perform a low (→medium) chance counterattack
★1 ◆ Misty Arc / Accuracy +15%
★2 Accuracy +4
★3 During Ray Burst/Eles Rise, magical attack power +5% ★4 Hit +6
★5 Misty Arc / After activation, hold the button to change the skill. MASTER! Required SP 9300

115 Divine Arc Soul
Obtain by using "Misty Arc" 800 times
Effect When damaged, hold the button to perform a low (→medium) probability counterattack
★1 ◆ Misty Arc / Accuracy +15%
★2 Accuracy +4
★3 During Ray Burst/Eles Rise, magical attack power +5% ★4 Hit +6
★5 Misty Arc /Recovers 1 CC with a certain probability MASTER! Required SP 12900

116 Pride of the Ascending Claw
Unlock: Use "Tilt Beat" 100 times
When dealing damage, hold button to perform a low (→medium) chance counterattack
★1 Tilt Beat / Accuracy +15%
★2 Evasion +4
★3 Vital / Max HP +40
★4 Evasion +6
★5 ◆ Tilt Beat / After activation, hold the button to change the move. MASTER! SP required 10800

117 Soul of Ascending
Unlock: Use "Tilt Beat" 800 times
Effect: When damage occurs, hold the button to counterattack with a low (→medium) probability
★1 Tilt Beat / Accuracy +15%
★2 Evasion +4
★3 Vital / Max HP +40
★4 Evasion +6
★5 ◆ Tilt Beat / Certain chance to recover 1 CC MASTER! Required SP 9400

118 Pride of the Spiral
取得 Use "Rail Arol" 100 times
Effect: When damage occurs, hold the button to counterattack with a low (→medium) probability
★1 Rail Aroll / Accuracy +15%
★2 Attack +5
★3 Dissick / Reduces "Debuff" effects by +5%
★4 Magic Attack +8
★5 Rail Arol / After activation, holding down the button changes the move. MASTER! Required SP 12300

119 Soul of the Spiral
Obtain by using "Rail Arol" 800 times
When damage occurs, hold the button to cou
★1 ◆Rail Arol / Accuracy +15%
★2 Spirit Attack +5
★3 Dischic / Reduces "Debuff" effects by +5%
★4 Magic Attack +8
★5 Rail Arol / Recovers 1 CC with a certain probability "MASTER! Required SP 5800

120 Pride of Anti-Gravity
Obtain by using "Reve Gravity" 90 times
Effect: Does not flinch from damage of 20 (→50) or less
★1 ◆Reve Gravity / Accuracy +15%
★2 Attack +6
★3 ◆ R. Thunderbolt / Damage +5%
★4 Magic Attack +9
★5 Rev Gravity / Grants the effect "Magical Attack Power Up" MASTER! Required SP 9800

Hubert's Title

121 Soul of Anti-Weight	★1 ● Rev Gravity / Accuracy +15%	★2 Magic Attack +6	
Acquire: Use "Rev Gravity" 720 times	★3 Vital / Max HP +40	★4 Attack +9	
Effect: Does not flinch from damage of 25 (55) or less	★5 ◆ Rev Gravity / Chance to recover CC once	"MASTER! Required SP 24400	
122 Phantom's Pride	★1 ◆ Cross Mirage / Accuracy +15%	★2 Evasion +6	
Obtain by using "Cross Mirage" 90 times	★3 Disdevil / Damage reduction vs. "Demons" +5%	★4 Evasion +9	
Effect: Does not flinch from damage of 30 (60) or less	★5 ◆ Cross Mirage / Restores 1 CC when HP is full	MASTER! Required SP 15300	
123 Phantom's Soul	★1 ◆Cross Mirage / Accuracy +15%	★2 Evasion +6	
Acquire: Use "Cross Mirage" 720 times	★3 Disdevil / "Yoma" Damage Reduction +5%	★4 Evasion +9	
Effect: Does not flinch from damage of 35 (65) or less	★5 ◆Cross Mirage / Chance to recover CC once	"MASTER! Required SP 19900	
124 Beast-Breaker's Pride	★1 ◆Crack Beast / Accuracy +15%	★2 Defense +6	
Use "Crack Beast" 80 times	★3 Disbeast / Damage reduction +5%	★4 Defense +9	
Does not flinch from damage of 40 (→70) or less	★5 ◆Crack Beast / Recover CC once when HP is full	[MASTER! Required SP 27700	
125 Beast-Breaking Soul	★1 Crack Beast / Accuracy +15%	★2 Defense +6	
Obtain: Use "Crack Beast" 640 times	★3 Dispist / Damage reduction +5%	★4 Defense +9	
Effect: Does not flinch from damage of 45 (75) or less	★5 ◆ Crack Beast / Recovers 1 CC with a certain probability	MASTER! Required SP 31300	
126 Pride of the Frozen W	★1 ◆ All the Way / Accuracy +15%	★2 Accuracy +7	
Unlock: Use "All the Way" 70 times	★3 Ray Burst / While in Eles Rise, Magic Attack Power +5%	★4 Accuracy +11	
Effect: Does not flinch from damage of 50 (80) or less	★5 ◆ All the Way / Recovers 1 CC when HP is full	MASTER! Required SP 32200	
127 Soul of the Frozen Wall	★1 ◆All the Way / Accuracy +15%	★2 Accuracy +7	
Acquire: Use "All the Way" 560 times	★3 During Ray Burst/Eles Rise, magical attack power +5%	★4 Accuracy +11	
効果: Does not flinch from damage of 55 (85) or less	★5 ◆All the Way / Recovers 1 CC with a certain probability	MASTER! Required SP 25800	
128 Pride of Antidote	★1 ◆ Antidote / HP Recovery +5%	★2 ◆ Defense +5	
Obtain by using "Antidote" 40 times	★3 ◆ Breathing Technique / Recovery Effect +10%	★4 Defense +8 (Rank 4)	
Effect: Casting speed up by 5(10)%	★5 ◆ Antidote / Recovers 1 CC when HP is fully restored	MASTER! Required SP 7200	
129 Soul of Antidote	★1 ● Antidote / Max HP recovery +5%	★2 Magic Defense +5	
Obtain by using "Antidote" 320 times	★3 Vital / Max HP +40	★4 Defense +8	
Effect: Casting Speed +6 (12)%	★5 ● Antidote / Chance to recover 1 CC	MASTER! SP required 19800	
130 Pride of Refreshing Wind	★1 ◆ Heal Wind / Healing effect +10%	★2 Defense +6	
取得: Use "Heal Wind" 35 times	★3 Absorb / Recover +4 HP on hit	¥4 Magic Defense +9	
Effect: Spell healing amount +4(8)%	★5 ◆ Heal Wind / Recover 1 CC when HP is full	MASTER! Required SP 9200	
131 Soul of Refreshing	★1 ◆ Heal Wind / Healing effect +10%	★2 Magic Defense +6	
取得: Use "Heal Wind" 280 times	★3 Absorb / Recover +4 HP on hit	★4 Magic Defense +9	
Effect: Spell healing amount +12(16)%	★5 ◆ Heal Wind / Recovers CC once with a certain probability	MASTER! Required SP 13800	
132 Pride of Revolving Th	★1 ◆ R. Thunderbolt / Critical Rate +15%	★2 Magic Defense +6	
Use "R. Thunderbolt" 90 times	★3 Vital / Max HP +40	★4 Magic Defense +9	
Effect: When damaged, long-press the button to counter attack with R. Thunderbolt / Recovering CC when HP is full	★5 ◆ R. Thunderbolt / Recover 1 CC when HP is full	MASTER! Required SP 15000	
133 Soul of the Rotating Thunder	★1 ◆ R. Thunderbolt / Critical Rate +15%	★2 Magic Defense +6	
Use "R. Thunderbolt" 720 times	★3 Vital / Max HP +40	★4 Magic Defense +9	
Effect: When damaged, hold the button to perform a counter attack with R. Thunderbolt / Probability to recover 1 CC	★5 ◆ R. Thunderbolt / Recovers 1 CC when HP is full	MASTER! Required SP 27000	
134 Arts Paladin	★1 Vital / Max HP +30	★2 Attack +7	
Obtain: all titles from 82 to 107	★3 Vital / Max HP +40	★4 Attack +11	
Effect: Critical rate of Arts skills increased by 20% (30%)	★5 Attack+ / Attack +1 on level up	"MASTER! Required SP 36000	
135 Burst Gunner	★1 Vital / Max HP +30	★2 Arts Attack +7	
Obtain: all titles from 108 to 133	★3 Vital / Max HP +40	★4 Magic Attack +11	
Effect: Critical rate of Burst skills increased by 20% (30%)	★5 On level up, Magic Attack +1	"MASTER! Required SP 48000	

136 Asberism

Give the "Emerald Statue" to the humanoid of Telos Asteu 3 Become Asperich/Asbel

While costume changed, recover HP every 2 seconds

1 Vital/Max HP +20 | 5 Reforge/CC recovery speed increased by 4% | 2 Attack Power +5 | ★4 Attack +8 | MASTER! Required 18000

137 Sophism

Give the "Silver Statue" to the humanoid in Telos Astyu

While the costume is changed, recover HP every 2 seconds | 5 Reforge/CC recovery speed increases by 4% | 2 Defense +5 | ※4 Defense +8 | "MASTER! Required 18000

138 Sherism

Obtain: Give the "Amber Statue" to the humanoid in Telos Astyu

Effect: While costume is changed, recover HP every 2 seconds

1 Vital/Max HP +20 | 3 Become Sheriatch / Become Sheria | 5 Reforge/CC recovery speed increased by 4% | ★2 Accuracy +5 | 4 Hit +8 | "MASTER! Required 18000

139 Marikism

Obtain: Give the humanoid of Telos Astyu the "Statue of the Abyss"

Effect: While costume is changed, recover HP every 2 seconds

★1 Vital / Max HP +20 | 5 Reforge/CC recovery speed increased by 4% | Spirit Attack +5 | ★4 Magic Attack +8 | "MASTER! Required 18000

140 Pascalism

Obtain: Give the humanoid of Telos Astu the "Vermilion Lotus Statue"

Effect: While costume is changed, recover HP every 2 seconds

1 Vital / Max HP +20 | 3 Become Vaskalich/Pascal | 5 Reforge/CC recovery speed increased by 4% | ★2 Magic Defense +5 | ★4 Magic Defense +8 | MASTER! Required 18000

141 Richardism

Obtain: Give the humanoid of Telos Astu the "Golden Statue" 3 Become Rich/Richard

Effect: While costume is changed, recover HP every 2 seconds

1 Vital / Max HP +20 | 5 Reforge/CC recovery speed increased by 4% | 2 Evasion +5 | 4 Evasion +8 | MASTER! Required 18000

142 Butler-style Suit

Acquisition: Purchase via download

While changing costume, recover HP every 2 seconds

★1 Vital / Max HP +50 | ★3 Costume/Outfit change available | ★5 Vital / Max HP +50 | ★2 Attack Power +3 | ★4 Attack +5 | MASTER! Required 18000

143 Strata Monster

Acquisition: Purchase via download

Effect: While changing costume, recover HP every 2 seconds

★1 Vital / Max HP +50 | ★3 Costume/outfit change enabled | ★5 Vital / Max HP +50 | 2 Attack Power +3 | ★4 Attack +5 | MASTER! Required 18000

144 Tired Disciplinary Committee Member

Acquisition: Purchase v

Effect: While costume is changed, recover HP every 2 seconds

★1 Vital / Max HP +50 | ★3 Costume / outfit change enabled | ★5 Vital / Max HP +50 | ★2 Attack +3 | ★4 Attack +5 | "MASTER! Required 18000

145 Captain of the Empire Knights

Acquisition: Purchase via download

Effect: Recover HP every 2 seconds while changing costume

★1 Vital / Max HP +50 | ★3 Costume/outfit change enabled | ★5 Vital / Max HP +50 | 2 Attack Power +3 | 4 Attack +5 | MASTER! Required 18000

Battle start voice · 1

Battle start voices for four characters including Asbel. Check page 103 for the lines of the other three companions!

Asbel

Usually	All right, let's do this! / Come on, it's showtime! / We can't afford to lose!
The enemy is weak	I'll finish this quickly!
Formidable Oppon	I will definitely survive...!
Against Hubert	Good job, Hubert!

Hubert

Usually	Now, let's go! / Are you trying to get in our way? / Are you an enemy...?
The enemy is weak	Please don't hold me back, okay?
Strong Defeated Op	I expect everyone to give their all...!
Battle Against Asbe	Feel the differences in the environments we've lived in...

Sophie

Usually	An enemy has arrived...! / All preparations for battle are complete.....! / Everyone, be careful!
The ene	There doesn't seem to be any particular problem.
Strong	Why.....!
Lambd	My body throbs.....! / Here, I'll settle everything.....!

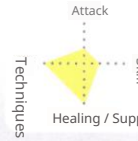
Shelia

Usually	All right, here we go! / Everyone, don't get injured! / Enemy, watch out!
The enemy is weak	With this, I can feel safe!
Formidable oppone	Everyone, let's tighten up our focus!
Against Frederick	Don't say I didn't warn you!

Sheria

Learn all recovery and support arts

Scheria is indispensable to the party. She excels at ranged attacks but has low combat capability, so without overexerting her, focus on rear support.



Cheria

Weapons Shortsword

Armor Robe Clothing

固有 Rin

Ability Description — Support allies with colorful healing arts

Shelia's role is to support with wide-area healing arts. Secure CC early. Because high-healing techniques consume a lot of CC, increase both the minimum and maximum CC through equipment and skills, and in battle participate in attacks to raise the CC cap. Arts that target enemies with throwing daggers have long range, allowing you to build critical gauge from a safe distance. Use high-critical-rate attacks and techniques like the art "Lirijas" to help meet the CC required to trigger healing arts.

Her parameters stand out for low attack power. This is not a problem if you attack to increase CC, but if you want to finish enemies through art combos, strengthen her with equipment that has the special effect "Attack." Naturally, enhancing healing arts is essential: prioritize reducing casting time first, then expand effect range and learn the skill "Charge+".

▼Stat growth tendencies

	HP	Attack	Bulletproof	Magic Attack	Magic Defense	Accuracy	Evasion
Level 1	708	59	88	69	148	107	95
Level 50	1988	139	199	157	337	243	215
Level 100	2964	201	284	225	481	347	307
Level 150	3764	252	353	279	598	432	382
Level 200	4564	304	423	334	716	517	457

Arts Skill: Thrown Dagger Technique

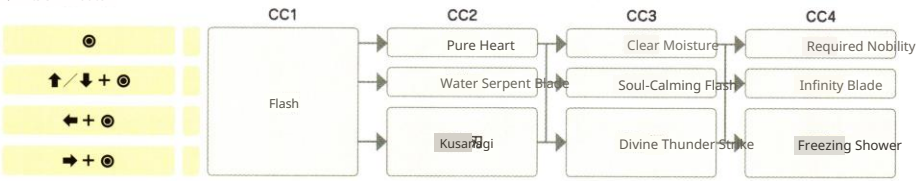
Throws a dagger at the target to attack. The skill's activation is rather slow but it can still be chained effectively as a ranged attack. Sheria is vulnerable when enemies get up close, so use a step to create distance and immobilize enemies from afar. There are also skills that can hit a wide area of enemies at once.

Recommended Ar

Divine Thunder Strike

The power is decent, and despite having a relatively wide attack range its activation is quick, making it very handy to use

▼ Arts Skill Route



Burst Skill: Divine Arts

Shelia's burst skills are all arts. Healing and support arts make up more than half of them, and they can also handle incapacitation and status ailments. HP recovery arts have an area of effect and can heal multiple allies at once. Also, every offensive art has the effective trait "Violent Star."

Recommended Arts/Techniques

Fairy Circle

The healing amount and casting time are both reasonable, so it will serve as the main healing art for a long time. It's also

Combo Tip: Choose techniques that are easy to chain with ranged attacks

Shelia is poor at close combat, but combos can still be linked using thrown knife techniques for ranged attacks. First secure the distance at which "Flash" will hit the target before initiating an attack. Prioritize attack accuracy over number of hits; the combo chains arts up to CC4.

CC3 "Divine Thunder" has a wide attack range and can hit enemies other than the target. Although the combo will break, if you want to follow up with leftover CC for a pursuit, activate "Four Spirit Formation" at the end. In Combo ②, start by using "Divine Saber" to rack up hit counts, then continue chaining arts with many hits to trigger a secret art. "Divine Saber" should be used as close to the enemy as possible.

▼ Recommended combos

Accel Mode — Stop the enemy's movement to avoid danger

Freeze Time

Required Title 22: Sharp Sheria

Effect: ● Stop the enemy's movement for a certain period
[Effect Duration] Amount of the Accel Gauge × 6 seconds (3 seconds at 50%, 6 seconds at 100%)

The effect is the same as the item "Hourglass": when Axle Mode is activated, it stops the movement of all enemies. In a desperate moment, it is good to use it to recover your stance during the effect's dura... Also, stopping enemies' movement right when they activate Elesrise is effe... for getting through a crisis. Before challenging a boss fight, make sure your Axle gauge is fully charged.

The Freeze Time effect lasts at most about 6 seconds. Mobilize all recovery spells and ite... to try to r...

Enhance spell effects by acquiring skills

There are various types of skills that enhance the performance of recovery and support spells beyond those that shorten casting time. Among them, a particularly recommended type is one that activates after a red charge and increases the effect of recovery spells. This can be applied to all HP-recovering spells such as "Pixie Circle" and "Raise Dead".

Therefore, pair and use them together with the "Charge" skill. On the other hand, offensive spell skills can add effects such as extending an enemy's stagger time or having a chance to instantly defeat an enemy. All of these are useful as support for allies fighting on the front lines, so you'll want to add them to the offensive spells you use often.

It's great that charging reliably increases the recovery amount. Refrain from doing so when you seem to be targeted by enemies. In such situations, exercise restraint.

Strengthening offensive spells is important to increase the maximum CC value during battle. First, y...

技 Attack CC1

Issen

Flash

Power 100 Hit Count 1 Critical 120 Casting Time

Throws a dagger along a straight trajectory. The skill has a slow activation and relatively short range. Stick input changes the action; left/right input moves it in that directi

習得 Enhancement Learned from the beginning

技 Attack CC2

Jōshin

Purification of the Heart

Power 180 Hit Count 2 Critical 140 Casting Time

Releases two daggers imbued with the "spirit form" effective trait. The daggers penetrate a single enemy each and have a range slightly longer than "Issen". Aim at ver

習得 Enhance: Initially acquired 80; Pride of Pure Heart 1/581; Soul of Pure Heart 1/5

技 Attack CC3

Seijun

Clear Moisture

Power 250 Hit Count 3 Critical 170 Casting Time

Throws three daggers in succession, launching any hit enemies into the air. If the target is near t subsequent daggers after the first may veer upward and miss.

習得 Enhancement Learned from the start 82 Pride of Seijun 1

技 Attack CC4

レイセキ

霊賽

Power 330 Hit Count 5 Critical 220 Casting Time

Leap straight up and hurl five daggers downward toward the ground. Because the daggers spre not all five will hit unless the enemy is large in size.

習得 Enhancement Learned from the start 84 Pride of Rei 1/58

技 Attack CC2

Serpent

Water Serpent Blade

Power 200 Hit Count 2 Critical 160 Casting Time

Throws a dagger that pulls any struck enemy toward you. Use this to close the distance and follow up with moves triggered by up/down inputs such as "Requiem Slash" or

Yukitoku/Enhancement 2 Unbelievable Child 311 Sensitive Woman 345 Combo Fighter 386 Pride of the Water Serpent 1/587 Soul of the W

技 Attack CC2

Harvest

Kusanagi Sword

Power 180 Hit Count 3 Critical 140 Casting Time

Launches three daggers radially and simultaneously generates a vacuum wave that flies forward. The attack has a wide horizontal range, but it is very rare for a single ene

Learn/Enhanc 3 Mistaken Childhood Friend 3 4 Healer of Light 386 Pride of the Water Serpent 388 Pride o Soul of Kusanagi

技 Attack CC3

Requiem

Soul-Calming Flash

Power 260 Hit Count 4 Critical 190 Casting Time

Performs a sharp step forward to stab with a dagger, then pulls upward to launch the enemy into the air. The stepping distance is short, so the basic tactic is to draw the en

Learn/Enhanc 5 Angel of the Battlefield 342 Critical Aura 1 88 Pride of Kusanagi 390 Pride of the Requiem 1/591 Soul of the Requiem 1/5

技 Attack CC3

Thunderbolt

Divine Thunder Strike

Power 240 Hit Count 8 Critical 170 Casting Time

Fires electrically charged daggers with penetrating capability radially, followed by chained lightning strikes. It can attack a wide fan-shaped area, and enemies closer to

Snow Obta 6 Unchanging Childhood Friend 1 38 Winger 390 Pride of the Requiem 392 Pride of the Thunder Needle 1/593 Soul of the Th

技 Attack CC4

Infinite

Infinity Blade

Power 370 Hit Count 10 Critical 250 Cast Time –

Draw a circle in front of you and radiate countless daggers from it. It has a large number of hits but its short range is a drawback. Chain it together following the flow from "Water Snake Blade".

Egg Obtain ed Unbelievable Woman 372 Skilled Shopper 392 Pride of the Lightning Needle 394 Infinite Soul 1/5

技 Attack CC4

Freeze Rain

Freezing Shower

Power 310 | Hit Count 6 | Critical 220 | Casting Time

Summons daggers with a "Freeze" effect to fall above enemies' heads. The attack reaches targets and can also affect nearby enemies.

Snow Obta... Hidden Woman 358 Queen Mastery 194 Infinite Pride 396 Freezing Rain Pride 1/5 97 Freezing Rain Soul 1/5

(B) Eu Reco... CC3

Pixie Circle

—

Power – | Hit Count – | Critical 200 | Casting Time ...7 seconds

Restores 20% of allies' HP within the effect area. The healing amount is smaller than Sofie's "First Aid" and Hubert's "Heal Wind".

習得 Enhancement 4 Light Healer 124 Healer 100 Pixie Pride 1/5 101 Pixie Soul 1/5 123 Lightning Strike Soul 3

(B) 術 Recovery CC4

Heartless Circle

—

Power – | Hit Count – | Critical 200 | Casting Time ...3 seconds

A healing spell that restores 30% of allies' HP within the effect area. Its range is wider than "Pixie Circle", making it easier to heal multiple allies at once.

Learn/Enhance 26 Skilled Therapist 154 Item Getter 164 Culinary Researcher 3 102 Painless Pride 1/5 103 Painless Soul 1/5

(B) 術 Recovery CCB

Fairy Circle

—

Power – | Hit Count – | Critical 200 | Casting Time ...3 seconds

This is a healing spell with a larger area of effect than "Heartless Circle" that restores 40% of allies' HP. Try to include as many allies as possible within the area.

習得 Enhancement 27 Healer 136 Skill Expert 1 104 Pride of the Fairy 1/5 105 Soul of the Fairy 1/5 126 Pride of Ten Thousand Thunders 3

(B) 術 Recovery CC6

Nurse

—

Power – | Hit Count – | Critical 200 | Casting time 8.00 seconds

This healing spell affects the entire battle area and restores 44% HP to all participating members. Because the casting time is long, activate it at a distance from enemies.

Learn/Enhance 14 Child Who Keeps Mother's Last Will 316 Sexy Heroine 328 High-ranking Healer 1106 Pride of the Angel 1/5 10... Soul of th...

(B) A... Recovery CC...

Resurrection

—

Power – | Hit Count – | Critical 200 | Casting time 6.67 seconds

Restores 60% HP to allies within the effect range. The area of effect is wide enough to cover almost the entire battle area, but it consumes a large amount of CC.

Learn/Enhance 10 Dream Chaser 1 18 Pure White Lady 166 Ultimate Chef 3108 Pride of Regeneration 1/5 109 Soul of Regeneration 1/5

B Force Recovery CC7

Raise Dead

—

Power – | Hit Count – | Critical 200 | Casting time 6.33 seconds

Recovers 70% of HP for allies within the effect range, including incapacitated allies. Because its range is narrower than "Pixie Circle," use it as a single-target healing spell.

習得 Enhance 17 Healer 369 Moderately Caring 3 110 Pride of Resurrection 1/5 111 Soul of Resurrection 1/5 114 Pride of Purification 3

(B) 術 Support CC3

Remedy

—

Power – | Hit Count – | Critical 200 | Casting Time ...50 seconds

Removes "Freeze," "Petrify," "Slow," and "Seal" from a single ally. The types of status ailments addressed differ from Hubert's "Antidote."

Learn/Enhance 11 Sensitive Woman 125 Healer 1 68 Slightly Caring 1 112 Pride of Disenchantment 1/5 113 Soul of Disenchantment 1/5

(Two) 術 Reply CC5

Recover

—

Power – | Hit Count – | Critical 200 | Casting time 2.67 seconds

Restores one ally's status ailments. It is effective against all status abnormalities, so use this healing magic to deal with effects that cannot be removed by "Remedy".

習得 Enhancement 13 Only child 340 Priestess 3112 Pride of Disenchantment 3 14 Pride of Purification 1/5 115 Soul of Purification 1/5

System

Asbel (Childho...

Sophie (childh...

Hubert (childh...

Richard (Childh...

Sophie

Hubert

Sheria

Pascal

Malik

Shelia's Arts & Techniques

Disciple Support

Insight

—

Power – Hit Count – Critical 200 Casting Time 3.00 seconds

For 15 seconds, increases one ally's accuracy by 45%. In important battles such as event fights, raise the abilities of attackers like Asbel.

習得 Enhancement 32 Daughter of the Gale 164 Culinary Researcher 1 116 Pride of Sure-Hit 1/5 117 Soul of Sure-Hit 1/5 122 Pride of Ligh

<< 術 Support CC4

Tripping

—

Power – Hit Count – Critical 200 Casting Time 3.33 seconds

Increases one ally's evasion rate by 45%. The effect lasts 15 seconds, during which the ally is less likely to flinch when attacked. Use it on allies fighting on the front line.

Yukide/Enhance 12 Kindhearted 360 Dresser 1 116 Pride of Sure Hit 3118 Pride of Sight of Enemy 1/5 119 Soul of Sight of Enemy 1/5

術 Auxiliary CC4

Holy Veil

—

Power – Hit Count – Critical 200 Casting time 3.00 seconds

Grants all allies an effect that reduces damage from enemies of the "Dragon" and "Youma" (demon/monster) types by 25%. This support magic is useful in the late stages whe

習得 / 強化 7 Considerate Woman 5 55 Item Hunter 1118 Pride of Sight of Enemy 3 120 Pride of Robe 1/5 121 Soul of Robe 1/5

(2) 術 Attack ICC2

Lilijas

Power 310 Hit Count 1 Critical 200 Casting time 1.58 seconds

Summons lightning to strike above the enemy's head to attack. The casting time is short and mana cost is low, so it is easy to use, but the attack range is narrow. Aim for slo

Learn/Enhance 3 Transformed Childhood Friend 124 Healer 335 Skill Beginner 1 122 Pride of Lightning Strike 1/5 123 Soul of Lightning St

術 Attack CC3

Flash Tear

Power 520 Hit Count 4 Critical 140 Casting Time 2.17 seconds

Marks a cross-shaped sigil at the enemy's feet, then releases energy from it to deal damage. The attack has a wide area of effect and can hit enemies other than the target.

習得 Enhancement 5 Battlefield Angel 5 25 Healer 3100 Impkin's Pride 3 124 Flash Pride 1/5 125 Flash Soul 1/5

術 Attack CC4

Lightning Blaster emits lightning radially, attacking a wide area in front of the user.

Power 800 Hit Count 7 Critical 130 Cast time 4.42 seconds

Although its range is finite, it is long enough to hit many enemies while keeping a safe distance.

習得 Enhancement 7 Considerate Woman 126 Skilled Healer 346 Combo Hunter 3 126 Pride of Ten Thousand Thunders 1/5 127 Soul of Te

術 Attack CC5

Divine Saber

+8

Power 1000 Hit Count 12 Critical 100 Casting time 6.25 seconds

From the outside toward the center where the target is, it continuously calls down lightning. The attack has a wide range, and aside from the secret technique, it is the attack

Learn/Enhance 9 Light Healer 328 High-ranking Healer 347 Combo Master 1128 Pride of the Holy Light 1/5 129 Soul of the Holy Light 1/5

術 Attack CCB

Virtuous Ray

+8

Power 1400 Hit Count 10 Critical 100 Casting time 6.67 seconds

Attacks by showering countless holy lights aimed straight at the target. The light has a long range and continuously hits while pushing enemies backward.

Acquisition Enhancement 30 World's Only Healer 137 Skill Master 148 Combo Queen 3 130 Pride of Shinto 1/531 Soul of Shinto 1/5

技 Attack CC4

Forest

Four Spirit Formation

Power 320 Hit Count 4 Critical 250 Casting Time

During CC3 and CC4 arts ski[illegible], hold the button to activate and launch a dagger that appeared around the user toward the target. Shelia can act immediately after activat

Learn/Enhance 21 Wandering Healer 196 Pride of Freezing Rain 398 Pride of the Four Formations 1/5 99 Soul of the Four Formations 1/5

(Ni) First Attack CC7

Indignation

Power 1600 Hit Count 1 Critical 75 Chanting time: 8.33 seconds

Deals judgmental lightning to enemies standing on a large magic circle.
Because the casting takes time, each strike is powerful and has a wide attack range. Try to lure ener

習得 Enhance 22 Sharp Sheria 5 128 Pride of Holy Light 3132 Pride of Fury 1/5 133 Soul of Fury 1/5

Lv1

Asterism Line

Power 2000 Hit Count 14 Critical – Casting Time

Repeatedly launches daggers that leave trails of light. After the daggers spread once, they fly toward their targets, allowing them to attack a wide frontal area.

Learn/Enhance 5 Battlefield Angel 1 Nice Dresser 5

Lv2

Innocent Garden

Power 3500 Hit Count 1 Critical – Casting Time

Restore 50% of all allies' HP using the elemental power of air and simultaneously attack all enemies
Since it also revives incapacitated allies, a comeback from a desperate situation is not out of the qu

習得 Enhance 8 Hidden Woman 130 World's Only H

Lv3

Hyakkaryōran

Hyakka Ryōran (A Hundred Flowers in Bloom)

Power 5000 Hit Count 30 Critical – Casting Time

Arrange countless short daggers around the target and launch them all at once to attack. The daggers will also hit enemies positioned in front of the target.

習得 Enhance 16 Sexy Heroine 159 Goddess Mastery 5

Lv4

Trillion Drive

Power 2500 Hit Count 23 Critical – Casting Time

Manipulate 12 throwing knives freely, repeatedly sending them to attack enemies and deal damage. Because the area around the target becomes the attack range, it's best

Learn/Enhance 23 Walk Together 5

Battle Start Voice · 2

Introductions of Richard, Malik, and Pascal's battle start voices.
Some can only be heard in battles against specific opponents.

Richard

Usually
Now, let's begin.
An enemy..... Well then, let's go!
If you draw your sword..... you will regret it!
All right, let's get started!
Phew..... this is endless.....
Oh... this might be somewhat enjoyable.
I will settle everything!
Shall we go, Asbel!

通常 Lineage to Fi
The enemy is weak
Don't slack off just because the enemy is weak in the future!
Against a Quick and
Against a Formidable Enemy (Future Arc) — I'll tighten my focus!
Versus Serdic Battle
When Fighting Tog

Malik

Usually
All right, shall we begin!
Don't let your guard down!
If you stay calm, there will be no problem!
Don't lose focus, even if it's a weakling!
Steady your nerves... here we go!
I'll go all out, Kurt!

The enemy is weak
Zhang Defeated O
Versus Kurt Battle

Pascal

Usually
Hello there, enemy!
I'm always ready ♪
Let's duel!
It's hard to say this... but it's an easy win!
We don't really have much time to fool around...!
I don't really know why, but let's go!

The enemy is weak
Formidable oppone
Against Laurier

Asbel (childhoo

Fi

Hubert (young)

Richard (young

Asbel

Sophie

Hubert

Sheria

Richard

Marrick

Baskal

Shelia's Title

■1 Sickly Child
Acquired Initially
Effect: Evasion +4(→6)%

★1 Vital / Max HP +10
★3 Vital / Max HP +10
★5 Parry Heal / HP Recovery on Evade +3%
★2 Evasion +3
4 Evasion +5
"MASTER! Required 3200

■2 Unbelievable Child
Acquired Initially
Effect: Defense +4(→6)%

★1 Vital / Max HP +10
★3 ◆Water Serpent Blade / Damage +5%
5 Kurimakishima / Critical +1 against enemies with maximum HP
2 Evasion +3
4 Evasion +5
MASTER! Required 2400

■3 Transformed Childhood Friend
Acquired Initially possessed
Effect: Attack Power +4 (→6)%

★1 ◖ Religious / Cast Time Reduction +4%
★3 ◖ Kusanagi Blade / Damage +5%
★5 Stun / When Arts first hit an enemy that is incapacitated, CC Recovery +10
※2 Defense +3
*4 Defensive Power +5
"MASTER! Required 3600

4 Light Healer
Acquired at No.029 (→
Effect: Magic Attack Power +4 (→6)

★1 ◖ Pixie Circle / Cast Time Reduction +4%
★3 ◖ Kusanagi Blade / Damage +5%
5 Rise/Minimum CC+1
2 Attack +4
4 Attack +6
"MASTER! Required 3800

5 Angel of the Battlefield
Acquired at No. 053 (→P236)
Effect: Magical Defense +4(6)%

★1 ◆Activates while on the Asterism Line / during Eresrise and while linked
3 ◆Requiem Seal / Damage +5%
5 ◆Flash Tear / Casting Time Reduction +4%
5 Shield
4 Magic Attack +8
"MASTER! Required 4000

■ Unchanging Childhood Friend
Obtained at No.068 (→P246)
Effect: Accuracy +4 (6)%

1 ◆Divine Thunder Summon / Damage +5%
★3 Distique / "Aquatic" Damage Reduction +5%
5 Share / With Recovery Technique, you also recover MASTER! Required 5100

07 Considerate Woman
Obtained at No.092 (→P272)
Effect: Maximum HP +10(→20)%

1 ◆Lightning Blaster / Casting Time Reduction +4%
*3 ◆ Infinite Blade / Damage +5%
5 Holy Veil / Casting Time Reduction +4%
2 Hit +6
4 Hit +9
MASTER! Required 5800

8 Secretive Woman
Obtain No. 123 (→P299) to acquire
Effect: Hit Rate +6(8)%

★1 ◆Innocent Garden / Activates while Eres Rise is active and during a combo
3 ◆ Freezing Downpour / Damage +5%
5 Pelihill / Recover HP on Evade +3%
2 Evasion +6
4 Evasion +9
MASTER! Required 6200

■9 Light Augmenter
Obtained at No.146 (→
Effect: Removes Star Barrier on the first hit of an Arts skill (→ "Applies to all attacks")

★1 Dischaos / "Rampage Star" Damage Reduction +5%
3 Divine Saber / Casting Time Reduction +4%
5 Dischaos / "Applies to all attacks"
+7 Magic Attack
4 Attack +11
MASTER! Required 6500

■10 Dream Seeker
Obtained at No.155 (→P329)
Effect: Magic Attack +6 (8)%

★1 ◆Resurrection / Cast Time Reduction +4%
* 3 Dischaos / "Violent Star" Damage Reduction +5%
★5 Vital / Max HP +30
2 Evasion +7
※4 Evasion +11
MASTER! Required 6800

11 Sensitive Woman
Obtained from T15 "Letter from No Name" (→P396)
Effect: Step Distance +40 (→60)%

★1 ◆Remedy / Cast Time Reduction +4%
★3 ◆Water Serpent Blade / Damage +5%
★5 Sub-Mastery / When not participating in combat, SP gained +10%
2 Attack Power +3
4 Attack +5
MASTER! Required 7200

12 Gullible
Obtain T38 "Extortion Boy" (→P402)
Effect: Defense and Magic Defense +4(→6)%

★1 Critstone / Critical +1 against enemies with "Petrify"
★3 ◆ Tripping / Effect duration +20%
★5 Sub Heal / When not participating in battle, recover HP 3% after battle
2 Defense +3
★4 Defense +5
MASTER! Required 9800

■13 Only Child
Obtain T45 "A Certain Memory" (→P404)
Effect: Gummy recovery during battle +4(→8)%

★1 Chrislow/ Critical +1 against enemies with "Slow"
3 Recover / Casting time -4%
5 Kurimakishima / Critical +1 against enemies with maximum HP
※2 Evasion +4
4 Evasion +6
MASTER! Required 10500

14 Child Who Keeps Mother's Last Will
Obtain T39 "Receive a Shovel" (→P402)
Effect: Add the damage received directly to attacks (→×2)

★1 Critstone / Critical +1 against enemies with "Petrify"
3 Nurse / Casting time -4%
5 When not participating in battle, experience gained +10%
2 Defense +4
★4 Defense +6
[MASTER! Required 12600

15 Piano Princess
Obtain T21 "Shelia's Piano" (→P397)
Effect: During combat, gummy recovery amount +5 (→10)%

+1 Chrislow/ Critical +1 against enemies with "Slow"
3 Villicover/ Recover status ailments after 1 minute has passed
5 Main Speed / While in Elesraze, movement speed +10%
※2 Defense +5
"MASTER! Required 13800

■16 Sexy Heroine

Obtain @T68 "Fun Pool" (→P418)

Effect: Add the damage taken directly to attacks (→2)

★1 ◆Hundreds of Flowers in Bloom / Activates while in Elesraze and during a combo
★3 ◆Nurse/ Spell casting time reduction +4%
★5 Wraith Speed / While in Ares Rise, Movement Speed +10%

★2 Evasion +6
★4 Dodge +9
MASTER! Required SP 5600

17 Hide-and-Seek General

Acquis @T57 Obtained from "Hide-and-Seek" (→P408)

Effect: Hit chance and Evasion +5% (→7%)

★1 Crymind/ Critical +1 against enemies whose magic attack power is decreasing
★3 Vivid / After 1 minute, complete evasion for 4 seconds
★5 Race Speed / While Elesrise, Movement Speed +10%

★2 Evasion +6
★4 Evade +9
MASTER! Required SP 5800

18 Purewhite Young Lady

Acquis Obtained from T53 "Advice Neko-nin" (P408)

Effect: While costume is changed, recover HP every 2 seconds

★1 ◆Resurrection / Cast time reduction +4%
★3 Costume / Allows outfit change
★5 Race Speed / While Elesrise, Movement Speed +10%

★2 Evasion +6
★4 Evasion +9
MASTER! Required SP 5800

19 Waterfront Angel

Acquis Obtained from T69 "Swimsuit Theft" (→P418)

Effect: While costume is changed, recover HP every 2 seconds

★1 Holy / HP Auto-Recovery +5
★3 Costume / Allows outfit change
★5 Blessed / Recover HP on hit +4

★2 Evasion +7
★4 Evasion +11
"MASTER! Required SP 6500

20 Elemental Remode

Obtain Purchased from humanoids of Telos Astyll

Effect Stun duration reduced to 3/4 (→1/2)

*1 Critical hit / +1 Critical against enemies with lowered hit rate
★3 Vihir / After 1 minute, recover 20% HP
★5 Exceed / Max CC +1

※2 Defense +5
★4 Defense +8
MASTER! Required SP 5800

21 Wandering Healer

Acquisi Acquired at No.169 (→P342)

Effect Attack Power & Magic Attack +5 (→7) %

★1 ◆Four Spirits Formation / Damage +5%
★3 Vitality / Max HP +40
★5 Stun / When Arts first hit an enemy that is incapacitated, CC recovery +1

★2 Attack +5
★4 Attack +8
MASTER! Required SP 24000

22 Sharp Sheria

Acquired: No.171 (→P345)

Effect: During defense, Accel Gauge gain rate is +3 (→5)

★1 Accel / Accel Mode activates when Accel Gauge is 50% or higher
★3 When hitting the first hit of an Arts skill on an enemy who is stunned/unconscious, CC recovery +1
★5 Fusion / Damage +5%

※2 Defense +5
★4 Attack +8
MASTER! Required SP 30000

23 Walking Together

Acquir Acquired from "Sheria's Cold" (→P420)

Effect: The duration of "Hourglass" is 1.5 (-2)×

★1 Stun / When Arts first hit an enemy that is incapacitated, CC recovery +1
★3 ◆Trillion Drive / Activates while at 100% Accel Mode and during a chain
★5 Exceed / Max CC +1

★2 Attack Power +5
★4 Attack +8
"MASTER! Required SP 30000

■24 Healer

Acquired Obtained a

Effect: Defense and Magic Defense +3 (→4)%

★1 ◆Pixie Circle / Casting time reduction +4%
★3 ◆Religious / Casting time reduction +4%
★5 Vital / Max HP +30

★2 Attack +3
★4 Magic Attack +5
MASTER! SP Required 2000

■25 Healer

Acquisition Obtained at level 20

Effect Accuracy Evasion +3(4)%

★1 ◆Remedy / Cast Time Reduction +4%
★3 ◆Flash Tear / Casting Time Reduction +4%
★5 During Ray Burst/Eles Rise, magical attack power +5%

★2 Attack +3
★4 Attack +5
"MASTER! Required SP 8000

■26 Skilled Healer

Acquired Obtained at Level 30

Effect Defense Magic Defense +4(5)%

★1 ◆Heartless Circle / Casting Time Reduction +4%
★3 ◆Lightning Blaster / Casting Time Reduction +4%
★5 Pelihill / Recover HP on Evade +3%

★2 Attack +4
★4 Magic Attack +6
"MASTER! Required SP 9000

■27 Healing Mage

"Acquisi Acquired at Level 40

Effect Hit · Evasion +4 (5)%

★1 ◆Fairy Circle / Casting Time Reduction +4%
★3 ◆Raise Dead / Casting Time Reduction +4%
★5 During Ray Burst/Eles Rise, magical attack power +5%

★2 Magic Defense +5
★4 Magic Defense +8
"MASTER! Required SP 12000

■28 High-ranking Healer

Acquired: Acquired at Level 50

Effect Defense Defense +5 (6)%

★1 ◆Nurse / Casting Time Reduction +4%
★3 ◆Divine Saber / Casting Time Reduction +4%
★5 During Ray Burst/Eles Rise, magical attack power +5%

★2 Magic Attack +6
★4 Magic Attack +9
"MASTER! Required SP 15000

29 Threat Healer

Acquired Obtained at level 80

Effect Accuracy Evasion +5 (-6)%

*1 Share/Recover skill also restores 10% of own HP
★3 Absorb / Recover HP on hit +4
★5 During Ray Burst/Eles Rise, magical attack power +5%

★2 Defense +7
★4 Defense +11
"MASTER! Required SP 24000

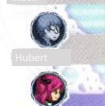
■30 The only healer in the world

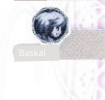
Acquisition Obtainable at level 100

Effect Defense & Magic Defense +6 (8)%

★1 ◆Virtuous Ray / Casting time reduction +4%
★3 Absorb / Recover HP on hit +4
★5 Innocent Garden / Activates during a combo after 50 or more hits

★2 Defense +7
※4 Defense +11
"MASTER! Required SP 30000





Shelia's Title

31 Jack-of-all-trades Healer
Acquisition: Obtained at level 200
Effect: Hit Evasion +6 (→8) %

1 Prebend / Damage reduction when defending +3%
3 Vital / Max HP +30
5 Share / With Recovery Technique, you also recover 10%

2 Attack +7
4 Magic Attack +11
MASTER! Required SP 60000

32 Lady of the Gale
Obtain 10 times, finish combat within 10 seconds
Effect: Combat movement speed +10(15)%

1 ◆ Insight / Effect Duration +20%
3 Climaxima / Critical +1 against the enemy with the highest HP
5 Brivend / Damage Reduction on Defense +3%

2 Evasion +3
4 Evasion +5
MASTER! Required SP 45000

33 Wild Lady
Acquisition Defeat 100 enemies
Effect CC recovery on enemy defeat +2(3)

1 Disseal / Reduce "Sealed" effect by +5%
3 Dispran / "Plant" Damage Reduction +5%
5 Prebend / Damage Reduction When Defending +3%

2 Evasion +3
★4 Evasion +5
MASTER! Required SP 48000

34 Valkyrie
Acquisition Defeat 1000 enemies
Effect CC Recovery on Enemy Defeat +3 (→4)

1 Disseal / Reduce "Sealed" effect by +5%
3 Disdevil / Damage reduction vs. "Demons" +5%
5 Prebend / Damage Reduction When Defending +3%

2 Evasion +6
4 Evasion +9
MASTER! Required SP 55000

35 Skill Beginner
Use CC2 techniques/skills 300 times
Effect: Consecutive critical rate increases by 10 (→20)%

1 ◆Religious / Casting Time Reduction +4%
3 When Raylize/Eleslize, CC Increase +1
5 Ray Heal / Restores +30 HP when Eles Rise

2 Attack Power +3
4 Attack +5
MASTER! Required SP 54000

36 Skill Expert
Use CC3 techniques/skills 750 times
Effect: Consecutive critical hit rate increases by 15(25)%

1 Fairy Circle / Casting Time Reduction +4%
3 When Raylize/Eleslize, CC Increase +1
5 Ray Heal / When Eleslize, HP Recovery +30

2 Attack Power +5
4 Attack +8
MASTER! Required SP 62000

37 Skill Master
Acquisi Use CC4's spells/techniques 1,500 times
Effect: Consecutive critical rate increases by 20 (→30)%

1 Virtuous Ray / Casting Time Reduction +4%
3 When Raylize/Eleslize, CC Increase +1
5 Ray Heal / When Eleslize, HP Recovery +30

2 Attack +7
4 Attack +11
MASTER! Required SP 24000

38 Winger
Acquire: Use Arts skills 750 times
Effect: Critical rate of Arts techniques increased by 10 (→20)%

1 Breath / Healing Arts Effect +4%
3 ◆Divine Thunder Strike / Damage +5%
5 Rev Mastery / Upon level up, SP gained is multiplied by 4.5

2 Attack +4
4 Attack +6
MASTER! Required SP 68000

39 High Winger
Acquire: Use Arts skills 7,500 times
Effect: Arts skills' critical rate increases by 15(25)%

1 Breath / Healing Skill Effect +4%
3 Distic / "Water Tower" Damage Reduction +5%
5 Critical / Critical Damage +10%

2 Attack +7
4 Attack +11
MASTER! Required SP 25500

40 Priestess
Acquire: Use Burst skills 750 times
Effect: Burst skill critical rate increases by 10 (20) %

1 Holy / HP Auto-Recovery +5
3 Recover / Casting time -4%
5 Enchant / Increase Effect Duration +20%

2 Attack +4
4 Magical Attack +6
MASTER! Required SP 78000

41 High Priestess
Acquire: Use Burst skills 7,500 times
Effect: Critical rate of Burst Skills increases by 15(25)%

★1 Holy / HP Auto-Recovery +5
3 Dispard/ "Bird" Damage Reduction +5%
5 Enchant / Increase Effect Duration +20%

2 Attack +7
4 Magic Attack +11
MASTER! Required SP 38500

42 Critical Aura
Acquire: Land 50 critical hits
Effect On defeating an enemy, Ares Gauge increases by 200 (300)

※1 ◆Requiem Flash / Damage +5%
3 Dispard/ "Bird" Damage Reduction +5%
5 Enchant / Increase Effect Duration +20%

2 Accuracy +3
4 Accuracy +5
MASTER! Required SP 4500

43 Criticalist
Acquire: Land 300 critical hits
Effect When defeating an enemy, Eres Gauge increases by 300 (→450)

★1 Distick/"Aquatic" Damage Reduction +5%
3 Displan/"Plant" Damage Reduction +5%
5 Critical / Critical Damage +10%

2 Attack +5
4 Magic Attack +8
MASTER! Required SP 19500

44 Critical Beauty
Unlock: Land 1,500 critical hits
Effect When defeating an enemy, Ares Gauge increases by 400 (→600)

1 Disdevil / Damage reduction vs. "Demons" +5%
3 Dischaos / "Rampage Star" Damage Reduction +5%
5 Ares Gauge / Advance on when leveling up

2 Accuracy +7
4 Accuracy +11
MASTER! Required SP 24000

45 Combo Fighter
Obtain: Defeat enemies 10 times with combos of 15 (10) or more hits
Effect Critical rate increases with 15 (10) or more hits

1 Absorb / Recover HP on hit +4
3 Water Snake Sword/Damage +5%
5 Critical / Critical Damage +10%

2 Accuracy +3
4 Accuracy +5
MASTER! Required SP 42000

46 Combo Hunter
Defeat enemies 7 times with a combo of 30 hits or more
Effect: Critical rate increases when achieving 30 (5→20) or more hits

★1 Absorb/ Recover HP +4 on hit
★3 ◀ Lightning Blaster / Casting Time Reduction +4%
★5 Critical/Critical Damage +10%
2 Hit +5
★4 Accuracy +8
MASTER! Required 9000

47 Combo Master
Acquisition: Defeat enemies 5 times in combos of 50 hits or more
Effect: Critical Rate increases at 50 (→25) hits or more

★1 ◆ Divine Saber / Casting Time Reduction +4%
3 Rise / Minimum CC +1
★5 Critical/Critical Damage +10%
2 Hit +6
★4 Accuracy +9
"MASTER! Required 50

48 Combo Queen
Obtain: Defeat enemies 3 times with a combo of 100 hits or more
Effect: Critical rate increases after 100 (50) hits or more

★1 Critical / Critical Damage +10%
★3 ◆ Virtuous Ray / Casting Time Reduction +4%
5 Hit+ / On level up, Accuracy +1
2 Accuracy +7
4 Accuracy +11
MASTER! Required 30000

■49 Dual Smasher
Obtain: Defeat 2 or more enemies at the same time 5 times
Effect: On enemy defeat, CC recovery +2 (→4)

1 Holy / HP Auto-Recovery +5
3 Breath / Healing Magic Effect +4%
5 Enchant / Increase Effect Duration +20%
2 Attack +4
4 Attack +6
MASTER! Required 7500

50 Force Smasher
Acquis: Defeat 4 or more enemies simultaneously 10 times
Effect: CC recovery on enemy defeat +4 (→6)

★1 Holy / HP Auto-Recovery +5
3 Press/ Recovery magic effect +4%
★5 Enchant/Increase effect duration +20%
★2 Attack +5
★4 Attack +8
"MASTER! Required 2000

51 Trait Young Lady
Acquire: Land 100 hits with attacks that exploit weaknesses
Effect: Grants the active trait "Spiritual Entity"

★1 Disbard/ Damage reduction vs. "Bird" +5%
3 Disstick / "Aquatic" Damage Reduction +5%
★5 Displan / "Plant" Damage Reduction +5%
2 Magic Defense +4
4 Defense +6
"MASTER! Required 9000

52 Trait Noblewoman
Acquire: Land 750 hits with attacks that exploit weaknesses
Effect: Grants the active trait "Bird"

★1 Displan / "Plant" Damage Reduction +5%
★3 Disbard / "Bird" Damage Reduction +5%
★5 Disdevil / "Fiend" Damage Reduction +5%
2 Hit +5
4 Hit +8
"MASTER! Required 9500

53 Trait Empress
Acquire: Land 10,000 hits with attacks that exploit weaknesses
Effect: Grants the active trait "Human"

★1 Disdevil / "Youma" Damage Reduction +5%
※3 Dischaos / "Violent Star" Damage Reduction +5%
★5 Resist+ / Magic Defense +1 when leveling up
Attack +6
4 Attack Power +9
"MASTER! Required 8500

54 Item Getter
Acquire: Obtain more than 30 items from battle victories
Effect: Each enemy defeat increases item acquisition rate by 4 (8)%

★1 ◆Heartless Circle / Casting Time Reduced +4%
3 Survivor / Item Time Limit Reduced +8%
5 Life Gain / Chance with Life Bottle resurrection with Life Bottle
2 Evasion +4
4 Evasion +6
"MASTER! Required 8100

55 Item Hunter
Acquired: When the number of items obtained from battle victories exceeds 150
Effect: Increases item drop rate by 6(-10)% each time an enemy is defeated

1 ◆Holy Veil / Casting Time Reduced +4%
3 Survivor / Item Time Limit Reduced +8%
5 Life Gain / Chance with Life Bottle HP +10%
2 Attack +5
4 Magic Attack +8
MASTER! Required 12000

■56 Item Idol
Acquired: When the number of items obtained from battle victories exceeds 800
Effect: Increases item drop rate by 8 (16)% each time an enemy is defeated

1 Survivor / Item time limit reduction +8%
3 Life Gain / HP +10% when revived with a Life Bottle
5 Defense / +1 Defense on level up
2 Magic Attack +7
4 Magic Attack +11
"MASTER! Required 9000

■57 Chief Mastery
Acquired: Master 5 different titles
Effect: CC cap +1 (→2)

★1 Fibripen / When Near Death, Damage Reduction +10%
★3 Ficrity / When near death, Critical Rate +25%
5 Exceed / Max CC +1
Magic Attack +4
4 Attack +6
MASTER! Required 9000

■58 Queen Mastery
Acquire mastery of 40 types of titles
Effect: CC cap +2 (→3)

1 ◆Frozen Shower / Damage +5%
★3 Ficrity / When near death, Critical Rate +25%
5 Rise/Minimum CC+1
2 Attack Power +5
4 Attack Power +8
MASTER! Required 9500

59 Goddess Mastery
取得 Master 80 different titles
Effect: CC cap +3 (→4)

1 Vital / Max HP +30
★3 Vital / Max HP +30
5 P◆ofusion of Flowers / Activates during a combo when 25 hits or more
★2 Magic Defense +7
4 Magic Defense +11
MASTER! Required 12500

■60 Dresser
Acquire: Learn 30 different skills
Effect: Reduces damage of 30 (→60) or less to one tenth

1 ◆Tripping / Effect Duration Increased +20%
3 Fripel / When Near Death, Casting Speed Increased +10%
5 Enchant / Increase Effect Duration +20%
2 Magic Defense +4
★4 Magic Defense + 6
"MASTER! Required 7200

Shelia's Title

61 Nice Dresser
Acquire 150 types of skills
Effect: Does not flinch from damage of 20 (→40) or less
★1 Fipripen / When near death, Damage Reduction +10%
3 Fisbell / When near death, Casting Speed +10%
5 Aberism Line / Activates during combo when 25 or more hits
2 Defense +5
Defense +8
MASTER! Required SP 2000

62 Gorgeous Dresser
Acquire 350 types of skills
Effect: Reduces damage of 800 (→ 500) or more by half
1 Critstone / Critical +1 against "Petrification" enemies
3 Chrisraw / Critical +1 against enemies with "Slow"
5 Exceed/Limit CC +1
2 Defense +7
4 Defense +11
"MASTER! Required SP 3000

63 Watcher
Obtain: Win 50 battles controlling Sheria
Effect: Mystic Artes damage increases by 20 (→ 40) %
1 Charge+ / If cast charge is 1 second or longer, a "Red Charge" occurs
3 Recovery / Press a button during being blown away to perform an aerial tech
5 Exceed/Max CC +1
2 Defense +4
4 Defense +6
MASTER! Required SP 7200

64 Culinary Researcher
Obtain: The number of crafte
Effect: Ally Eres Gauge increase rate up 10 (→20) %
1 Insight / Effect duration +20%
3 ● Heartless Circle / Chanting time reduced +4%
5 Sub Heal / When not participating in battle, recover +3% HP after battle
2 Defense +3
4 Defense +5
MASTER! Required SP 8000

65 Gourmet Connoisseur
Acquired: Created dishes exce
Effect: Increases allies' Eres Gauge growth rate by 20(30)%
1 Distic / "Water Tower" Damage reduction +5%
3 Ray Recover / During Eres Rise, cures status ailments
5 Sub Heal / When not participating in battle, recover +3% HP after battle
2 Defense +5
4 Defense +8
MASTER! Required SP 9000

Ultimate Chef
Acquired: Created dishes exceed 60 varieties
Effect: Increase allies' Ares Gauge growth rate by 30 (→40)%
1 Dispran / "Plant" Damage reduction +5%
3 ◆Resurrection / Chanting time reduced +4%
5 Sub Heal / When not participating in battle, recover +3% HP after battle
2 Defense +6
Defense +9
MASTER! Required SP 9000

67 Supreme Gourmet King
Acquired: Created dishes reach
Effect: Increase allies' Ares Gauge growth rate by 40(50)%
1 Disdevil/"Yoma" Damage Reduction +5%
3 Vital / Max HP +30
5 Sub Heal / When not participating in battle, recover +3% HP after battle
2 Defense +7
4 Defense +11
MASTER! Required SP 10000

68 Little Caretaker
Unlock: Clear 5 sub-events
Effect: Enemies' Eles Gauge increase rate down 10 (20)%
1 ◆Remedy / Casting Time Reduction +4%
3 Critical Hit / Critical +1 against enemies with lowered accuracy
5 Sub-EX / When not participating in battle, experience gained +10%
2 Magic Attack +3
4 Magic Attack +5
MASTER! Required SP 6000

6 Medium Caretaker
Unlock: Clear 20 sub-events
Effect: Enemy Elres Gauge growth rate down 20 (→30)%
1 Cri-Mind / Critical +1 against enemies with lowered magical attack
3 ◆Raise Dead / Casting Time Reduction +4%
5 Sub-EX / When not participating in battle, EXP gain +10%
2 Evasion +5
4 Evasion +8
MASTER! Required SP 9000

7 Big Caretaker
Acquire Clear 70 sub-events
Effect: Reduces enemy Eres gauge increase rate by 30 (→40)%
1 Crit Hit / Critical +1 against enemies with decreased hit rate
3 Ray Life / Revive upon Eles Raise when incapacitated
5 Sub-EX / When not participating in battle, experience gain +10%
2 Defense +6
4 Defense +9
MASTER! Required SP 8000

71 Caretaking Empress
Acquire Clear 100 sub-events
Effect: Enemy Eles Gauge increase rate down by 40(50)%
1 Crimind / Critical +1 against enemies with decreased magical attack power
3 Vital / Max HP +30
5 Sub-EX / When not participating in battle, experience gain +10%
2 Defense +8
Defense +9
MASTER! Required SP 30000

72 Smart Shopper
Acquire Have 50 or more stamps on the stamp card
Effect: Reduce damage of 30 (→60) or less to one-tenth
1 Survivor / Item time limit reduction +8%
3 ◆Infinite Blade / Damage +5%
5 Sub-mastery: When not participating in combat, SP gained +10%
2 Defense +7
4 Defense +11
MASTER! Required SP 7500

73 Shopping Charisma
Acquire Have 500 or more stamps on the stamp card
Effect: Won't flinch from damage of 20 (→40) or less
1 Survivor / Item time limit reduction +8%
3 Viralize / Every 1 minute elapsed, CC increase +2
5 Sub-Mastery / When not participating in combat, SP gained +10%
2 Evasion +4
4 Evasion +6
MASTER! Required SP 15000

74 Shopping Goddess Onee-san
Obtain: Increase the number of stamp card stamps to 1,080 or more
Effect: Halves damage of 1000→800) or more
1 Life Gain / HP upon revival with Life Bottle +10%
3 Reset / Medium skill effect +4%
5 Submastery / When not participating in battle, SP gained +10%
2 Defense +6
4 Defense +9
MASTER! Required SP 22500

75 Yakitori Don
Obtain: Cook the dish "Yakitor
Effect: After battle, 11(22)% chance to make "
1 Life Gain / HP upon revival with Life Bottle +10%
3 Sub-mastery / When not participating in combat, SP gained +10%
5 Exceed / Max CC +1
2 Evasion +7
Evasion +11
MASTER! Required SP 7500

Moku Moku Moku

76 Burn Guard

Acqui: Prevent 5 attacks of "Burn"
Effect: Prevent "Burn" (+CC recovery)

★1	Reduce Divin/"Burn" effect by +5%	2 Attack Power +3
+3	Reduce Divin/"Burn" effect by +5%	4 Attack Power +5
5	Reduce Divin/"Burn" effect by +5%	MASTER! Required 9500

77 Cursed Guard

Acquire: Prevent five attacks of "Death Curse"
Effect: Prevents "Death Curse" (+CC recovery)

1	Discurse / Reduce "Cursed" effect by +5%	※2 Defense +3
3	Discurse / Reduce "Cursed" effect by +5%	4 Defense +5
5	Discurse / Reduce "Cursed" effect by +5%	MASTER! Required 8000

78 Slow Guard

Acqui: Block five attacks of "Slowness"
Effect: Protect against "Slowness" (+CC recovery)

★1	Dislow / Reduce "Slowness" effect by +5%	2 Defense +4
★3	Dislow / Reduce "Slowness" effect by +5%	4 Defense +6
5	Dislow / Reduce "Slowness" effect by +5%	"MASTER! Required 7500

79 Seal Guard

Acquire: Prevent five attacks of "Seal"
Effect: Prevents "Seal" (+CC recovery)

★1	Disseal / Reduce "Sealed" effect by +5%	2 Defense +4
+3	Disseal / Reduce "Sealed" effect by +5%	4 Defense +6
5	Disseal / Reduce "Sealed" effect by +5%	"MASTER! Required 3600

80 Pride of Purity

Acquire and use "Purity" 50 times
When dealing damage, hold the button for low (→ medium) chance counterattack

★1	◆Purity / Critical Rate +15%	※2 Attack Power +3
3	Devane/Reduce "Burn" effect by +5%	4 Attack +5
5	◆Purity / Chance to recover HP	"MASTER! Required 3600

81 Purifying Heart Soul

Obtain: Use "Purifying Hea
Effect: When taking damage, hold the button

1	◆Purifying Heart Critical Rate +15%	2 Attack Power +5
3	Decrease Burn/ Reduce "Burn" effect by 5%	4 Attack Power +8
5	◆Purifying Heart/Chance to recover CC once	MASTER! Required 7200

82 Pride of Pure Moistur

Obtain: Use "Pure Moistu
When damage occurs, hold the button to counterattack with a low (→ medium) probability

★1	◆Pure Moisture/Critical Rate +15%	2 Evasion +4
★3	Discurse / Reduce "Curse Death" effect by 5%	★4 Evasion +6
5	Sedun / Decreases evasion rate with a certain probability	MASTER! Required 4200

83 Soul of Pure Moisture

Acquis: Use "Pure Moisture" 200 times
Effect: When damage occurs, hold the button to counterattack with a low (→ medium) probability

1	Sedun / Critical Rate +15%	Attack +6
★3	Discurse / Reduce "Curse Death" effect by 5%	4 Attack Power +9
5	Sedun / Recovers CC once with a certain probability	MASTER! Required 7800

84 Pride of Reigi

Acquis: Use "" 30 times
Effect: When damage occurs, hold the button

1	◆ Reigi / Critical Rate +15%	2 Evasion +5
★3	Dislow / Reduce "Slow" effect by 5%	4 Evasion +8
※5	Reiki / Recovers CC once with a certain probability	MASTER! Required SP 5100

85 Soul of Reigi

Obtain by using "Rei" 150 times
Effect: When damage occurs, hold the button

1	◆Thunder/Critical Rate +15%	2 Evasion +7
3	Dislow/Reduce "Slowness" effect +5%	★4 Evasion +11
5	Chance to defeat an enemy in one hit	MASTER! Required 8700

86 Pride of the Water Serpent

Obtain: Use the "Water Serpent Blade" 50 times
When dealing damage, hold button to perform a low (→ medium) chance counterattack

1	◆Water Serpent Blade/Critical Rate +15%	2 Accuracy +3
3	Kusanagi Blade/Damage +5%	*4 Accuracy +5
5	◆Water Serpent Blade/Chance to lower enemy evasion rate	MASTER! Required 4200

87 Soul of the Water Serpent

Use the "Water Serpent Blad
Effect: When damage occurs, hold the button

1	Water Snake Blade / Critical Rate +15%	2 Accuracy +3
3	Vital / Max HP +30	¥4 Accuracy +5
5	● Water Snake Blade / Certain chance to recover CC once	MASTER! Required 7800

88 Pride of Kusanagi

Obtain: Use "Kusanagi Blad
Effect: When damage occurs, hold the button to counterattack with a low (→ medium) probability

★1	Kusanagi Blade / Critical Rate +15%	※2 Evasion +3
3	◆ Requiem Flash / Damage +5%	4 Evasion +5
5	◆Kusanagi Blade / Chance to decrease attack power	MASTER! Required 8700

89 Soul of Kusanagi

Obtain: Use "Kusanagi Blade"
Effect: When taking damage, hold the button to perform a low (→ medium) chance counterattack

1	◆ Kusanagi Blade / Critical Rate +15%	2 Evasion +3
3	Vital / Max HP +30	4 Evasion +5
5	◆Kusanagi Blade / Recover CC when HP is fully restored	MASTER! SP Required 9300

9 Pride of Requiem

Obtain by using "Requiem" 40 times
When dealing damage, hold button to perform a low (→ medium) chance counterattack

★1	◆Requiem Flash / Critical Rate +15%	2 Accuracy +4
3	◆Divine Thunder Technique / Damage +5%	4 Hit +6
5	◆Requiem Flash / Chance to lower enemy evasion rate	"MASTER! Required 7800

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Shelia's Title

91 Soul of Requiem	★1 ◆Requiem Flash / Critical Rate +15%	★2 Accuracy +4	
Acquisi Use "Requiem Flash" 200 times	★3 Vital/Max HP +30	★4 Hit +6	
When dealing damage, hold the button for low (→ medium) chance to counterattack	★5 ◆Requiem Flash / Recovers CC when HP is fully restored	MASTER! Required SP 10800	
92 Pride of Raijin	★1 ◆Divine Thunder Technique / Critical Rate +15%	★2 Evasion +5	
Obtain by using "Divine Thu	★3 ◆Infinite Blade/Damage +5%	★4 Evasion +8	
When dealing damage, hold the button for low (→ medium) chance to counterattack	★5 ◆Divine Thunder Technique/Chance to recover HP	MASTER! Required SP 8700	
93 Soul of Raijin Needle	★1 ◆Divine Thunder Technique/Critical Rate +15%	★2 Evasion +5	
Obtain by using "Divine Thunder Technique" 200 times	★3 Vital / Max HP +30	★4 Evasion +8	
If damaged, hold the button to perform a low (→ medium) counterattack	★5 ◆Divine Thunder Technique/Recover 1 CC within the first 10 seconds	MASTER! Required SP 6300	
94 Infinite Pride	★1 ◆Infinite Blade/Critical Rate +15%	★2 Attack +6	
Acquire: Use "Infinite Blade	★3 ◆Freezing Downpour/Damage +5%	★4 Attack +9	
Effect: When damage occurs, hold the buttor	★5 ◆Infinite Blade/Chance to decrease evasion rate	MASTER! Required SP 1700	
95 Infinite Soul	★1 ◆Infinite Blade/Critical Rate +15%	★2 Attack +6	
Use the "Infinite Blade" 150 t	★3 Vital / Max HP +30	★4 Attack +9	
When dealing damage, hold the button for low (→ medium) chance to counterattack	★5 ◆Infinite Blade / Recovers CC when HP is below 25%	MASTER! Required SP 5300	
96 Pride of Freezing Rain	★1 ◆Frozen Squall / Critical Rate +15%	★2 Accuracy +7	
Obtain: Use "Frozen Squall" 30 times	★3 ◆Four Spirits Formation / Damage +5%	★4 Accuracy +11	
On effect damage, hold the button for a low (→ medium) chance to counterattack		"MASTER! Required SP 1700	
97 Soul of Freezing Rain	★1 ◆Frozen Squall / Critical Rate +15%	★2 Accuracy +7	
Obtain: Use "Rain" 150 times	★3 Vital / Max HP +30	★4 Accuracy +11	
Effect: When taking damage, hold the button to perform a low (→ medium) counterattack	★5 ◆Frozen Squall (→ medium) / Chance to increase attack 25%	"MASTER! Required SP 8300	
98 Pride of the Four Arrays	★1 ◆ Four Spirits Array / Enemy stagger duration +5%	★2 Magic Attack +6	
Obtain: Use "Four Spirits Array" 30 times	★3 Vital / Max HP +30	★4 Attack +9	
Effect: Each time the button is pressed, the casting of Four Spirits Array / Grants the effect "Accuracy Up"	★5 ◆Four Spirits Array / Grants the effect "Accuracy Up"	MASTER! Required SP 3500	
99 Soul of the Four Arrays	★1 ◆ Four Spirits Array / Enemy stagger duration +5%	★2 Attack +6	
Obtain: Use "Four Spirits Arra	★3 Vital / Max HP +30	★4 Magic Attack +9	
Each time the effect button is pressed, the ca	★5 ◆ Four-Spirit Formation / Recovers CC once with a certain probability	MASTER! Required SP 9500	
100 Pride of the Lesser Y	★1 ◆Pixie Circle / Effect Range +20%	★2 Magic Defense +3	
Acquire: Use "Pixie Circle" 40 times	★3 ◆Flash Tear / Cast Time Reduction +4%	★4 Defense +5	
Effect: Increases magic recovery amount by 6 (→16) %	◆ Pixie Circle / Activates after Red Charge to increase HP recovery	MASTER! Required SP 4200	
■ 101 Soul of the Little Fey	★1 ◆Pixie Circle / Effect Range +20%	★2 Defense +3	
Acquire: Use "Pixie Circle" 320 times	★3 Disbard / "Bird" Damage Reduction +5%	★4 Magic Defense +5	
Effect: Increases magic recovery amount by 10 (→51 %)	◆Pixie Circle / While enhancement effect is applied, recovers CC once	MASTER! Required SP 7800	
102 Pride of Painlessnes	★1 ◆Heartless Circle / Effect range +20%	★2 Magic Defense +4	
Obtain "Heartless Circle" used 40 times	★3 Vital / Max HP +30	★4 Magic Defense + 6	
Effect: Magic recovery amount +7 (→11) %	★5 ◆Heartless Circle / Activates after red charge to increase HP recovery amount	MASTER! Required SP 3700	
103 Painless Soul	★1 ◆Heartless Circle / Effect range +20%	★2 Magic Defense +4	
Obtain "Heartless Circle" used 320 times	★3 Vital / Max HP +30	★4 Defense +6	
Effect: Magic recovery amount +12 (16)% up	★5 ◆Heartless Circle / When afflicted by status abnormality, recovers CC once	MASTER! Required SP 8300	
104 Fairy Pride	★1 ◆Fairy Circle / Effect range +20%	★2 Magic Defense +5	
Use the "Fairy Circle" 35 times	★3 Vital / Max HP +30	★4 Magic Defense +8	
Effect: Magic recovery amount up 8 (12)%	★5 When activated after Fairy Circle/red charge, HP recovery amount increases	MASTER! Required SP 6800	
105 Fairy Soul	★1 Fairy Circle / Effect range +20%	★2 Magic Defense +5	
Obtain: Use "Fairy Circle" 280 times	★3 Vital / Max HP +30	Defense +8 (Rank 4)	
Effect: Magic recovery amount up 14 (18)%	★5 ◆Fairy Circle / When afflicted with status abnormality, recovers CC once	MASTER! Required SP 9200	

106 Angel's Pride	★1 ◆ Nurse / Recovery Effect +10%	★2 Magic Defense +6	
Obtain by using "Nurse" 30 times	★3 Vital / Max HP +30	Slot ★ Defense +9	
Effect Technique recovery amount increased by 50 (10)%	★5 ◆ Nurse / Activates after red charge to increase HP recovery amount	MASTER! Required SP 5800	
107 Angel's Soul	★1 ◆ Nurse / Recover 1 CC when afflicted by a status abnormality	★2 ★ Defense +7	
Obtain by using "Nurse" 240 times	★3 Vital / Max HP +30	★4 Magic Defense +9	
Effect Magic recovery amount up by 16 (20)%	★5 ◆ Nurse / Recovery Effect +10%	"MASTER! Required SP 8800	
108 Pride of Regeneratio	★1 ◆Resurrection / Effect Range +20%	★2 ★ Defense +7	
Use "Resurrection" 25 times	★3 Vital / Max HP +30	★4 Magic Defense +11	
Acquired Effect: Magic recovery amount +10(→14)%	★5 ◆Resurrection / Increases HP recovery amount when triggered after Red Charge	MASTER! SP requi 19200	
109 Soul of Regenerat	★1 ◆Resurrection / Effect Range +20%	★2 Magic Defense +7	
Acquired Use "Resurrection" 200 times	★3 Vital/Max HP +30	★4 Magic Defense +11	
Effect: Magic recovery amount +16(→20)%	★5 ◆Resurrection / Chance to recover 1 CC	MASTER! Required SP 32800	
110 Pride of Revival	★1 ◆ Raise Dead / Effect Range +20%	★2 Magic Defense +5	
Acquis Use "Raise Dead" 25 times	★3 Vital / Max HP +30	Defense +8 (Rank 4)	
Effect Technique recovery amount increased by 50 (10)%	★5 ◆ Raise Dead / Activating after a red charge increases HP recovery amount	MASTER! Required SP 36800	
111 Soul of Revival	★1 ◆ Raise Dead / Effect Range +20%	★2 Magic Defense +5	
Acqu Use "Raise Dead" 200 times	★3 Vital / Max HP +30	Defense +8 (Rank 4)	
If Magic recovery amount up by 16 (20)%	★5 ◆ Raise Dead / Has a certain chance to restore CC once	MASTER! Required SP 37100	
112 Pride of Disenchantr	★1 ◆Remedy / Cast Time Reduction +4%	★2 ★ Defense +3	
Obtain Use "Remedy" 40 times	★3 ◆ Recovery/Casting Time Reduction +4%	4 Defense +5	
Effect Casting speed +6(10)%	★5 ◆Remedy / 25% chance of Haste cast	MASTER! Required SP 6900	
■ 113 Soul of Disenchantment	★1 ◆Remedy / Cast Time Reduction +4%	★2 ★ Defens	
Obtain by using "Remedy" 320 times	★3 Vital / Max HP +30	★4 Magic Defense +5	
If Casting Speed +8 (12)%	★5 ◆Remedy / Chance to recover 1 CC	"MASTER! Required SP 9800	
114 Pride of Purification	★1 ◆ Recover / Cast time -4%	★2 Magic Defense +6	
Obtain by using "Recover" 30 times	★3 ◆ Raise Dead / Cast time -4%	★4 Magic Defense + 9	
Effect Casting Speed +7 (11)%	★5 ◆ Recover / 25% chance of Haste cast	"MASTER! Required SP 11400	
115 Purification Soul	★1 ◆ Recovery/Casting Time Reduction +4%	★2 ★ Defense +6	
Obtain "Recover" used 240 times	★3 Prebend / Damage Reduction While Defending +3%	★4 Magic Defense +9	
Effect: Casting speed increased by 9(13)%	★5 ◆ Recover / Chance to restore 1 CC	"MASTER! Required SP 5900	
116 Pride of Sure Hit	★1 ◆Insight / Effect increase +1	★2 Accuracy +4	
Acquis Use "Insight" 35 times	★3 Tripping / Effect duration increased by 20%	★4 Hit +6	
Effect Will not flinch from damage of 10 (15) or less	★5 ◆ Insight / 25% chance of fast casting	MASTER! Required SP 9200	
117 Soul of Sure Hit	★1 ◆ Insight / Effect Increase +1	★2 Accuracy +4	
Acquis Use "Insight" 280 times	★3 Vital / Max HP +30	★4 Hit +6	
Effect Will not flinch from damage of 20→30) or less	★5 ◆ Insight / Certain chance to recover 1 CC	MASTER! Required SP 9800	
118 Pride of the Enemy	★1 ◆ Tripping / Effect Increase +1	★2 Evasion +5	
Acquis Use "トリッピング" 35 times	★3 ◆ Holy Veil / Effect duration +20%	★4 Evasion +8	
If Does not flinch from damage of 10 (15) or less	★5 ◆ Tripping / 25% chance of fast casting	MASTER! Required SP 9800	
■ 119 Soul of the Enem	★1 ◆ Tripping / Effect Increase +1	★2 Evasion +5	
Acquis Use "Tripping" 280 times	★3 Vital / Max HP +30	★4 Evasion +8	
Effect Does not flinch from damage of 20 (30) or less	★5 ◆ Tripping / Chance to recover 1 CC	"MASTER! Required SP 9200	
120 Pride of the Vestment	★1 ◆ Holy Veil / Effect duration +20%	★2 Magic Defense +6	
Obtain by using "Holy Veil" 35 times	★3 Vital / Max HP +30	★4 Magic Defense +9	
If Does not flinch from damage of 30→45 or less	★5 ◆ Holy Veil / Recover 1 CC within 10 seconds of start	MASTER! SP required 14400	

Shelia's Title

121 Robe Soul
Obtain and use "Holy Veil" 280 times
Effect 40→60) Does not flinch from damage below this amount

★1	◆ Holy Veil / Effect duration +20%	★2 Magic Defense +6
★3	Vital / Max HP +30	★4 Magic Defense +9
★5	◆ Holy Veil / Recover CC when HP is 25% or below	"MASTER! Required 18000

122 Pride of Lightning
Obtain and use "Religious" 40 times
Effect Each time the button is pressed, the caster's ◆ Religious / Grants the "Accuracy Increase" effect

★1	◆ Religious / Enemy stagger duration +5%	★2 Attack +3
★3	◆ Insight / Effect Duration +20%	★4 Attack +5
★5	◆ Religious / Grants the "Accuracy Increase" effect	MASTER! Required 5F00

123 Lightning Soul
Acquis Use "リリジャス" 320 times
Effect Each time the button is pressed, castin

★1	◆ Religious / Enemy stagger duration +5%	★2 Attack +3
★3	◆ Pixie Circle / Casting Time Reduction +4%	★4 Magic Attack +5
★5	◆ リリジャス / Chance to recover CC once	"MASTER! Required 9700

124 Pride of Flash
Acquisition: Use "Flashtier" 40 times
Effect Each time the button is pressed, castin

★1	Flash Tear / Enemy stagger duration +5%	★2 Magic Attack +4
★3	Vital / Max HP +30	★4 Attack +6
★5	◆ Flash Tear / Grants the effect "Accuracy Increase"	MASTER! Required 7800

125 Soul of Flash
Acquisition: Use "Flashtier" 320 times
Effect Each time the button is pressed, casting time is reduced by 1/60 (→1/30) seconds

★1	◆ Flash Tear / Enemy stagger duration +5%	★2 Attack +4
★3	Vital / Max HP +30	★4 Magic Attack +6
★5	◆ Flash Tear / Small chance to recover CC once	MASTER! Required 14400

1.26 million Lei of Pride
Obtain "Lightning Blaster" used 35 times
Effect: Each time the button is pressed, casting time is reduced by 1/60 (→1/30) seconds

*1	◆ Lightning Blaster / Enemy stagger duration +5%	★ Spirit Attack +5
★3	◆ Fairy Circle / Casting time reduction +4%	★4 Magic Attack +8
★5	◆ Lightning Blaster / Grants the effect "Accuracy Up"	MASTER! Required 9F00

1.27 million Rai Souls
Obtain "Lightning Blaster" used 280 times
Effect: Each time the button is pressed, casting time is reduced by 1/60 (→1/30) seconds

★1	◆ Lightning Blaster / Enemy stagger duration +5%	★2 Attack +5
★3	Vital / Max HP +30	★4 Attack +8
★5	◆ Lightning Blaster / Small chance to recover CC once	MASTER! Required 14100

128 Pride of Holy Light
Obtain "Divine Saber" used 30 times
Effect: Each time the button is pressed, casting time is reduced by 1/60 (→1/30) seconds

★1	◆ Divine Saber / Enemy stagger duration +5%	★2 Attack +6
★3	◆ Indignation / Damage +5%	★4 Attack
★5	◆ Divine Saber / Grants the effect "Accuracy Up"	MASTER! Necessary 16200

129 Soul of Holy Light
Unlock: Use "Divine Saber" 240 times
Effect: Each time the button is pressed, cast ti

★1	◆ Divine Saber / Enemy stagger duration +5%	★2 Magic Attack +6
★3	Vital / Max HP +30	★4 Magic Attack +9
★5	◆ Divine Saber / Recovers CC once at a certain probability	MASTER! Required 19800

130 Pride of Shinto
Obtain: Use "Virtue Slay" 25 times
Effect: Each time the button is pressed, casting time is reduced by 1/60 (→1/30) seconds

★1	◆ Virtue Slay / Enemy stagger time +5%	★2 Magic Attack +7
★3	Vital / Max HP +30	★4 Magic Attack +11
★5	◆ Virtue Slay / Recover CC once	MASTER! Required 25200

131 Soul of Shinto
Obtain: Use "Virtue Slay" 200 times
Effect: Each time the button is pressed, cast time is reduced by 1/60 (→1/30) seconds

★1	◆ Virtue Slay / Enemy stagger time +5%	★2 Attack +7
★3	Vital / Max HP +30	★ Magic Attack +4
★5	◆ Virtue Slay / Constantly defeat an enemy with one hit	MASTER! Required 2880

132 Pride of Wrath
Acquire Use "Indignation" 25 times
Effect Each time the button is pressed, cast

★1	◆ Indignation / Critical Rate +15%	★2 Magic Attack +7
★3	Vital / Max HP +30	★4 Attack +11
*5	◆ Indignation / Recover CC when HP is 25% or less	MASTER! Required 25000

133 Soul of Wrath
Acquire Use "Indignation" 200 times
Effect Each time the button is pressed, casting time is reduced by 1/60 (→1/30) seconds

★1	◆ Indignation / Critical Rate +15%	*2 Arts Attack +7
★3	Vital / Max HP +30	★4 Magic Attack +11
★5	◆ Indignation / Constantly defeat an enemy	MASTER! Required 25000

134 Arts Winger
Unlock: Obtain all titles from 80 to 99
Effect: Arts skill critical rate increases by 20(→30)%. 5 Attack+ / +1 Attack on level up

★1	Vital / Max HP +30	★2 Attack +7
★3	Vital / Max HP +30	★4 Attack +11
★5	◆ Arts Winger / Grants the effect "Accuracy Up"	MASTER! Required 36000

135 Burst Priestess
Unlock: Obtain all titles from 100 to 133
Effect: Burst skill critical rate increases by 20(30)%. 5 Mind+ / +1 Arts Attack on level up

★1	Vital / Max HP +30	★2 Magic Attack +7
★3	Vital / Max HP +30	★4 Magic Attack +11
★5	◆ Burst Priestess / Grants the effect "Accuracy Up"	MASTER! Required 48000

136 Pretend to be Asbel
Obtain: Give the humanoid of Telos Astyu the "Jade Statue"
Effect: While the costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +20
★3 Asbertch / Completely become Asbel
★5 Reinforce / CC recovery speed increases by 4%
★2 Attack Power +5
★4 Attack +8
MASTER! Required SP 9000

137 Pretend to be Sophie
Obtain: Give the humanoid of Telos Astyu the "Silver Statue"
Effect: While the costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +20
★3 Sophitch/Become Sophi
★5 Reinforce / CC recovery speed +4%
★2 Defense +5
★4 Defense +8
"MASTER! Required SP 8000

●138 Pretend to be Hubert
Obtain: Give the "Azure Sea Statue" to the humanoid in Telos Asty
Effect: While the costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +20
★3 Hubertch / Completely become Hubert
★5 Reinforce / CC recovery speed increases by 4%
★2 Hit +5
★4 Accuracy +8
"MASTER! Required SP 8000

139 Pretending to be Marik
Obtain: Give the humanoid of Telos Astyu the "Statue of the Abyss"
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital/Max HP +20
★3 Become Marikitch / Marik
★5 Reinforce / CC recovery speed increases by 4%
★2 Attack +5
※+8 Magic Attack
[MASTER! Required SP 8900

140 Pretend to be Pascal
Acquis: Give the humanoid of Telos Astyu the "Crimson Lotus Statue"
If: While the costume is transformed, recover HP every 2 seconds
★1 Vital / Max HP +20
★3 Pascarich / Become Pascal
★5 Reinforce / CC recovery speed increases by 4%
+5 Magic Defense
★4 Magic Defense +8
MASTER! Required SP 9200

141 Pretend to be Richard
Acquis: Give the humanoid of Telos Astyu the "Golden Statue"
If: While costume is changed, recover HP every 2 seconds
★1 Vital/Max HP +20
★3 Become Rich / Richard
★5 Reinforce / CC recovery speed increases by 4%
2 Evasion +5
4 Evasion +8
MASTER! Required SP 9500

142 Sharp-Aimed Magical Bee
Acquis: T58 "Magic Karuta" (→P413) obtained
Effect: While costume change is active, recover HP every 2 seconds
★1 Vital / Max HP +30
★3 Costume / Allows outfit change
★5 Vital / Max HP +30
★2 Magic Attack +3
4 Magic Attack +5
"MASTER! Required SP 9800

143 The Idolmaster Ryō
Acquisition: Purchase v
Effect: While changing costume, recover HP every 2 seconds
1 Vitality/Max HP +50
3 Costume / Allows outfit change
5 Vitality / Max HP +50
2 Attack Power +3
4 Attack +5
MASTER! Required SP 6000

●144 Little Devil
Acquisition: Purchase via download
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +50
★3 Costume / Allows outfit change
★5 Vitality / Max HP +50
★2 Attack +3
★4 Attack +5
"MASTER! Required SP 8000

145 School Madonna
Acquisition: Purchase via download
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +50
★3 Costume / Allows outfit change
★5 Vital / Max HP +50
★2 Attack Power +3
★4 Attack +5
"MASTER! Required SP 8000

●146 Princess of the Kingdom of Kimruska
Acquisition: Purchase via download
Effect: While changing costume, recover HP every 2 seconds
★1 Vital / Max HP +50
★3 Costume / Allows outfit change
★5 Vitality / Max HP +50
★2 Attack Power +3
★4 Attack +5
"MASTER! Required SP 8000

147 Karen Kōgetsu
Acquisition: Purchase via download
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +50
★3 Costume / Allows outfit change
★5 Vitality / Max HP +50
★2 Attack Power +3
★4 Attack +5
"MASTER! Required SP 8000

Richard

Richard is a prodigy swordsman with excellent combat ability, overwhelming enemies with sharp rapier techniques and powerful offensive arts. Although his time with the party is short, while he is a party member he becomes a main combatant and leads the group to victory.

Richard

Attack
Techniques
Skill
Healing / Support

Weapon: rapier
Armor: Armor X Plate
Clothing
Innate: Mantle

Ability Description

Repels enemies with excellent swordsmanship and offensive techniques

Each individual art and technique has high performance, and there are no apparent weaknesses in terms of abilities. Because the party membership period in the main story is short, there are few opportunities for activity, but the character is easy to handle as a playable character, so you'll want to have them participate in battles as much as possible while they are in the party. The basic style is to close the distance to enemies and launch attacks through coordinated Arts techniques. However, many combinations are difficult to link with light sword techniques, so refer to the "Combo" explanation on the next page.

Refer to the "Explanation" to connect techniques.

Overall parameters are on the high side, especially HP and attack power are outstanding. In the main story there is generally no need to particularly adjust abilities, and if you maintain this balance in the "Lineage into the Future" chapter, they will likely perform in battle as the stats indicate. If anything, more CC (Crafting/Combat Currency) is never a problem, so increase both the upper and lower limits with "Rise" and "Exceed".

▼ Status Growth Tendencies

	HP	Attack	Defense	Supplementary Attack	Magic Defense	Accuracy	Evasion
Level 1	870	122	130	105	117	110	98
Level 50	2870	243	260	210	234	225	195
Level 100	4395	334	358	290	322	315	269
Level 150	5645	410	439	355	395	389	329
Level 200	6895	485	519	420	467	463	390

Arts Technique: Rapier Technique

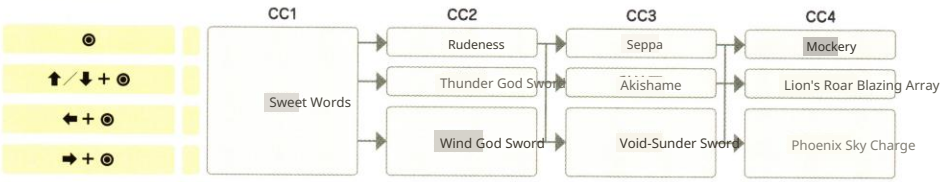
Wielding a slender sword, it delivers thrusts and slashes with nimble movements. Overall, it has a high number of hits and comes equipped with a full range of useful traits. Finishing an attack with high-leaping moves like "Seppa" and "Dankūken" creates a large opening, so use a step upon landing.

Recommended Arts Techniques

Akishame

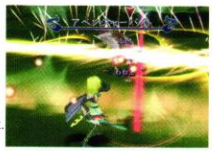
The finishing thrust has long reach and moves, making counterattacks unlikely.
Its linkage into CC4 techniques is also stable, so build CC3 around this as a core.

▼ Arts skill route



Burst Skill: Intimidation

In addition to direct-hit offensive techniques, handles an antidote called "Anti-Dote" that cures status abnormalities. The offensive techniques are high-performance and can exploit multiple weaknesses. In particular, spells with low CC cost have comparatively short cast times, allowing large effects with relatively low risk.



Recommended Arts Techniques

Avenger Bite

An excellent offensive spell with a short casting time that can perform area attacks, useful from the early stages of an adve

Combo Guide — The point is to add one more link to the Arts skill combos

For a swordsman who is also good at close combat, the number of techniques is small, and the combinations of techniques that can be linked are naturally limited. The combo chains Arts skills with a large number of hits up to CC4, and is characterized by relatively simple inputs. If the maximum CC value is 13 or higher, you can easily follow up after "Mockery" with the short-cast "Avenger Bite." You can forcefully revive a downed enemy and continue the chain.

Add "Oborodukiyo" to the Arts skill chain to make the hit count 25 or more and trigger the Secret Art for Combo 2. If you cast the initial "Sweet Words" at point-blank range and then use "Wind God Sword" to pull the enemy in, you can reliably land "Oborodukiyo." If switching the left stick is difficult, you may replace "Wind God Sword" with "Discourtesy."

▼ Recommended components

Accel Mode — Halves CC consumption and casting time when activating spells

High Spell

Effect
- When casting spells or techniques, half of the consumed CC is restored (fractions rounded down)
- The casting time of spells is halved

Required title | Assigned Subjugation Squad [Effect Duration] Amount of the accel gauge × 15 seconds (7.5 seconds at 50%, 15 seconds at 100%)

While the effect is active, using a spell or technique immediately restores half of the CC consumed. In addition, the spell's casting time is shortened by half. In other words, spells that consume a lot of CC and normally take a long time to cast become easier to use. It's a good idea to incorporate high-performance offensive spells like "Holy Lance" or "Shooting Star" into combos to rack up hit counts and damage against strong enemies.

If you activate High Spell while casting a spell, that spell will be cast instantly. This is effec[illegible] when yo

Be careful about differences in effects for spells/techniques with the same name

For Richard's spells and techniques, there is one spell or technique that shares the same name as those learned by the other five allies. The effects are basically the same as the original spells/techniques, and the applicable traits and additional traits are exactly the same. However, for offensive spells the casting time differs, and in some cases the attack location is changed.

▼ Comparison of Techniques/Skills with the Same Name

Tec	Original	Differences
Obscured Moonlit Night	[illegible]el	Richard's technique has slightly higher power Also, whereas Asbel is left-spinning, Richard spins to the right
[illegible]mmy	Sophie	The motions are almost the same, and Sophie's tec[illegible] has slightly greater power
Antidote	Hubert — same effects and casting time	
Siphon Tangle	Malik	Malik's casting time is slightly shorter. Performance and attack range are the same
Lightning Blaster	Sheria	Richard's casting time is shorter, but there is no difference in performance or attack range
Ignite Prison	Pascal	Pascal creates a circular formation around him, [illegible] where

A circular formation appears at the target's feet

Richard's "Ignite" "Prison". There is no difference in attack range.

技 Attack CC1
Kangen
Sweet Words
Power 100 Hit Count 1 Critical 100 Casting Time
A sword technique whose attack method changes based on the stick input direction. Left and right inputs perform a sweeping attack with a wider attack range, but the rig
習得 Enhancement Learned from the beginning

技 Skill Attack CC2
Hirei
Rudeness
Power 180 Hit Count 3 Critical 120 Casting Time
A slashing technique that cuts enemies in a Z-shaped pattern. Because the sword is swung horizontally, the left and right attack range is wide, and multiple enemies in fron
習得 Enhancement Learned from the start 69 Pride of Impropriety 1/570 Soul of Impropriety 1/5

技 Attack CC3
Seppa
Expose the truth
Power 310 Hit Count 6 Critical 160 Casting Time
Launch a rising spinning slash to float enemies, then leap yourself to pursue them in midair. Note that the reach is short, so following up from moves other than "Furei" may
習得 Enhancement Learned from the start 71 Pride of Tax Br

技 Attack CC4
Grow
Mockery
Power 350 Hit Count 6 Critical 200 Casting Time
From aerial movement, dive down and slam the weapon, then finish the downed opponent with a flaming slash. If chained from "Dankūken," the combo is difficult to ma
習得 Enhancement Learned from the start 73 Pride of Mockery 1/574 Soul of Mockery 1/5

技 Attack CC2
ラ Ijin-ken
Thunder God Sword
Power 190 Hit Count 2 Critical 120 Casting Time
Step forward and thrust; lightning strikes the enemy you pierced. Because the follow-up creates distance from the enemy, the correct next move to continue the combo is
Learn/Enhanc 1 Prince of the Kingdom 116 Rapier Aristocrat 357 Collector Boy 175 Pride of the Thunder God 1/576 Soul of the Thunder

技 Attack CC2
Fūjin-ken
Wind God Sword
Power 180 Hit Count 3 Critical 120 Casting Time
Perform a thrust that draws in a vacuum. The vacuum blade released from the tip of the sword can hit distant enemies. The recommended move to chain after it is "Akisam
習得 Enhancement 2 Vow's Companion 115 Young Noble 328 Light Noble 177 Pride of the Wind God 1/578 Soul of the Wind God 1/5

技 Attack CC3
Akisazame
Akishame
Power 260 Hit Count 8 Critical 150 Casting Time
Unleashes a high-speed chaotic thrust, then pierces the enemy with a finishing thrust and move
If activated at point-blank range, you can distance yourself greatly from the enemy after the atta
Learned/Enhancement 3 His Highness Who Desires Peace 1 15 Young Noble 536 Combo Fighter 379 Pride of the Sand Rain 1/580 Soul of

技 Attack CC3
Dankuuken
Dan-殺
Power 280 Hit Count 6 Critical 140 Casting Time
Attacks surrounding enemies with a spinning slash, then launches upward with an upward slash. This move is not very suitable for combos, and linking it into "Lion's Roar F
習得 Enhancement 4 Kyukaku's Companion 115 Young Noble 136 Combo Fighter 181 Pride of Dan-ku 1/582 Soul of Dan-ku 1/5

技 Attack CC4
Shikou Bakuenjin
Lion's Roar Blazing Array
Power 370 Hit Count 10 Critical 200 Casting Time
With the roar of a lion, deliver a palm strike and shoot a burst of flame forward. The activation is somewhat slow, but the first hit closes the distance to the target, maki
Acquired Strengthening 17 Radiant Art Noble 583 Pride of the Lion Flame 1/5 84 Soul of the Lion Flame 1/5

技 Attack CC4

Hououtenku

Phoenix Sky Charge

Power 390 Hit Count 5 Critical 175 Green Chant Time

At the moment of activation, it soars high and dives toward the enemy on wings of flame. Th move but if the flaming projectile released during the jump hits, the combo can be maintained.

習得／Enhan 5 Curious Heavenly Monarch 585 Pride of the Phoenix 1/5 586 Soul of the Phoenix 1/5

術 Attack CC2

Leap Will

Power 250 Hit Count 2 Critical 100 Casting Time 2.00 seconds

Fires two long-range black lasers. After dealing damage to an enemy, if you touch the returning lasers, each laser restores 5% HP.

Acquisition Enhancement 1 Prince of the Kingdom 3 26 Skill Beginner 150 Prince 191 Pride of Life-Draining 1/592 Soul of Life-Draining 1/5

(II) Attack CC3

Restless Sword

80+

Power 500 Hit Count 5 Critical 300 Cast Time 2.25 seconds

Summons a large number of swords around the target. The range is long and the attack area is wid but lightweight enemies that are knocked back on each hit do not register increased hit counts.

習得／Enhan 2 Oathbound Companion 316 Rapier Aristocrat 124 Noble Knight 393 Pride of the Violent Sword 1/5 94 Soul of the Violent Swor

(II) Magic Attack CC4

Shade Imperial

8% +

Power 750 Hit Count 6 Critical 100 Casting Time 3.00 seconds

Generates a sphere of magic that pulls nearby enemies into it and deals damage. Because it almost immobilizes enemies, it does not interfere with allies' attacks.

Learn Enha 5 Fury Heavenly Child 117 Radiant Magic Noble 362 Pico National Budget 195 Pride of Shaei 1/596 Soul of Shaei 1/5

術 Attack CC3

Avenger Bite

+

Power 480 Hit Count 2 Critical 100 Casting Time 1.50 seconds

Summons a massive fang that bites and crushes enemies, knocking them down. With a wide attack range and short casting time, it can be activated targeting tight clustere

Learned Enhancement 4 Kyukaku's Friend 329 Thruster 361 Femto National Budget 197 Pride of Sunder 1/5 98 Soul of Sunder 1/5

技 Attack CC3

Oborotsukiyo

Obscured Moonlit Night

Power 320 Hit Count 5 Critical 80 Casting Time

Activated by holding th button during a CC2 Arts move. Turns in place and slashes the surroundin It can hit enemies behind you and, with short motions, racks up multiple hits.

Learn Enha 9 Asbel and Friends 1/ 3/ 5 87 Oath of the Moonlit Night 1/ 5 88 Covenant of the Moonlit Night 1/5

技 Attack CC3

Sogetsu

Double Moon

Power 250 Hit Count 4 Critical 150 Casting Time

During CC3 arts moves, holding the button repeatedly performs consecutive somersaults, kicking e If connected from "Akisame" which does not launch enemies, the combo links smooth

習得／Enhan Sophie and Friends 1/ 3/ 589 Vow of the Twin Moons 1/ 5 590 Covenant of the Twin Moons 1/5

Platform

Antidote

—

Power – Hit Count – Critical 200 Casting Time 1.00 seconds

Like Hubert's healing magic, it cures "Poison", "Paralysis", "Debuff", and "Burn". It has a short cast time, and learning the skill adds an HP recovery effect.

Learn/Enhance 1 Hubert Friends 1/3/ 599 Oath of Antidote 1/ 5 100 Covenant of Antidote 1/5

術 Attack CC4

Siphon Tangle

+

Power 750 Hit Count 6 Critical 130 Casting Time 2.83 seconds

Summon a swamp beneath the target to strike a wide area. If the enemy has the Weakness trait, it can also inflict "Slow". Consider the spell's casting time and aim to activate it early.

習得 Enhancement 13 Malik and Friends 1/3/ 5 103 Oath of Chains 1/5 104 Covenant of Resentful Chains 1/5

Richard's Spells and Techniques

Attack CC4

Power 800 Hit Count 7 Critical 130 Cast time 4.42 seconds

Lightning Blaster: Fires lightning in a fan-shaped spread to perform a frontal area attack. The range of the lightning is about three and a half steps; the farther the target, the wider the attack area becomes.

Enhancement 12 Sherrya and Friends 1/ 3/ 5 101 Oath of Ten Thousand Thunders 1/5 102 Covenant of Ten Thousand Thunders 1/5

Attack CC4

Power 750 Hit Count 5 Critical 130 Casting Time 4.67 seconds

Ignite Prison

Draws a circular formation centered on the target, engulfing enemies within it in hellfire. Use ag

trait to inflict status effects such as “Burn” or “Petrification.”

Acquired Enhancement 14 Pascal and Friends 1/ 5 105 Vow of the Industry Gate 1/ 5 105 Covenant of the Industry Gate 1/5

Attack CC6

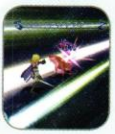
Power 1400 Hit Count 15 Critical 100 Casting Time 5.67 seconds

Holy Lance

Skewer enemies with a holy spear, then follow up with 12 additional spears.

You can act immediately after casting, so approach and wait for the enemy to fall, then begin th

Enhan 16 King Windle 538 Combo Master 3 107 Pride of the Holy Spear 1/ 5 108 Soul of the Holy Spear 1/ 5



Attack CC6

Power 1600 Hit Count 9 Critical 100 Casting Time 3.33 seconds

Shooting Star

Meteorites that fly in from outside Efinéa target enemies and strike them.

The meteorites push hit enemies toward Richard, making it easy to follow up and turn it into a c

Acquired Enhancement 7 Auto-Dispatch Squad 5 32 High Emperor 3 109 Pride of the Meteor 1/5 110 Soul of the Meteor 1/5 112 Burst Em

Lv1

Power 2000 Hit Count 9 Critical – Casting Time

Vertex Rose

8

After unleashing a flurry of consecutive thrusts, disperses enemies like roses with a shockwave. The finishing blow spreads over a wide area and can also hit enemies around

Snow Obta 13 His Highness Who Desires Peace 388 Moonlit Covenant 3

Lv2

Power 3500 Hit Count 23 Critical – Casting Time

Majesty Gate

82

Opens a gate to another realm and engulfs enemies with the emitted light, dealing damage. It is difficult to affect enemies other than the target; it primarily targets a single

Learn Enha 18 Demon Aristocrat 1 52 Gorgeous Prince 5

Lv3

Hioudenroujin

Power 5000 Hit Count 21 Critical – Casting Time

Hiō Denrō

Launch enemies into the air with a storm of consecutive lightning-clad slashes, finishing with a kick. Including the final kick, enemies around the target are also struck t

Learn/Enhanc 19 Demon Noble 549 God Mastery 5

Lv4

Hiou Zetsu Enshou

Power 2500 Hit Count 16 Critical – Casting Time

Scarlet Phoenix Absolute Flame Thrust

Dart forward at high speed to rain slashes on enemies, then follow up with an explosive blaze that occurs a beat later. Activate when multiple enemies are in front to take th

Yukidoku E 8 Demon-Evil Secret Society 3

Richard's Title

Title	Acquisition	Effect	Stage	Effect	Stage	Effect	Stage	Effect	Stage
1 Prince of the Kingdom	Acquired Initially possessed	Hit Rate +4(→8)%	1	Thunder God Sword / Damage +5%	3	Leap Will / Damage +5%	5	Pelihill / Recover HP on Evade +3%	2 Evasion +3 / 4 Evasion +5 / "MASTER! Required SP 900
2 Oathbound Friends	Acquired Initially possessed	Effect Attack Power +4(→8)%	1	Fūjin Sword/Damage +5%	3	Restless Sword/Damage +5%	5	Kurimakishima / Critical +1 against enemies with maximum HP	2 Defense +3 / 4 Defense +5 / "MASTER! Required SP 1500
D3 His Highness Who Desires Peace	Acquis Obtained at No.043 (→P224)	Effect: Magic attack +6(10)%	1	Aki Shigure/Damage +5%	3	While Vertex Rose/Eles Rise is active and during a combo	5	Vital / Max HP +40	2 Accuracy +4 / 4 Accuracy +6 / [MASTER! Required SP 6000
4 Friends of Hisakurai	Acquis Obtained at No.043 (→	Effect: Magical Defense +6(10)%	1	Dan Kū Sword/Damage +5%	3	Avenger Bite / Damage +5%	5	Exceed / Max CC +1	2 Attack +4 / 4 Attack +6 / MASTER! Required SP 7500
05 Rare-Soaring Son of	Acquired at No.051 (→P235)	Effect: Accuracy +6(→10)%	1	Shade Imperial / Damage +5%	3	Absorb / Recover +4 HP on hit	5	Phoenix Sky Charge / Damage +5%	2 Attack +5 / 4 Magic Attack +8 / MASTER! Required SP 9000
6 King Windle	Acqui Acquired at No. 170 (→P342)	Effect: Removes the Violent Star Barrier on the first hit of Arts skills ("all attacks")	1	Costume/Outfit change available	3	When Arts skill's first hit lands on an enemy that is stunned / Attack Power but by stun, CC recovery +1	5	Holy Lance / Damage +5%	2 Attack +5 / 4 Magic Attack +8 / "MASTER! Required SP 24000
07 Automatic Subjugation Squad	Acquis Obtained at No.179 (→P351)	Quanguo: Increase rate of accel gauge gain while defending is 1.3 (→ 1.5) times	1	Axel / Activate Axel Mode when Axel Gauge is 50% or higher	3	Stun / When Arts first hit an enemy that is incapacitated / CC Recovery +1	5	Acting Start / Damage +5%	2 Defense +5 / 4 Defense +8 / MASTER! Required SP 30000
8 Not an Evil Secret Society	Acquired from T79 "The Two's Secret Base" (→P421)	Effect: "Hourglass" effect duration multiplied by 1.5 (2)	1	When Arts skill's first hit lands on an enemy that is stunned / Attack Power but by stun, CC recovery +1	3	Scarlet Phoenix Inferno Thrust / While in 100% Axel Mode and during a combo, activ	5	Exceed / Max CC +1	2 Attack Power +5 / 4 Attack Power +8 / "MASTER! Required SP 36000
9 Asbel and Friends	Acquired by winning 30 battles together with Asbel	Effect: CC max +1 (→2)	1	Moon Night / Damage +5%	3	Hazy Moonlit Night / Damage +5%	5	Dim Moon Night/Damage +5%	2 Attack +6 / 4 Attack Power +9 / "MASTER! Required SP 6000
10 Sophie and Friends	Unlock Win 50 battles together with Sophie	Effect: CC cap +1 (→2)	1	Twin Moon/Damage +5%	3	Twin Moon/Damage +5%	5	Twin Moon/Damage +5%	2 Evasion +6 / 4 Dodge +9 / "MASTER! Required SP 8000
11 Hubert's friends	Obtained Win 20 battles together with Hubert	Effect: CC cap +1 (2)	1	Antidote / Casting Time Reduction +4%	3	Antidote / Casting time reduced by 4%	5	Antidote / Cast time reduction +4%	2 Hit +6 / 4 Hit +9 / MASTER! Required SP 18000
12 Friends with Sheria	Obtained Win 60 battles together with Sheria	Effect: CC cap +1 (2)	1	Lightning Blaster / Damage +5%	3	Lightning Blaster / Damage +5%	5	Lightning Blaster / Damage +5%	2 Attack +6 / 4 Attack +9 / "MASTER! Required SP 15000
13 Friends with Malik	Obtained Win 40 battles together with Malik	Effect: CC cap +1 (→2)	1	Siphon Tangle / Damage +5%	3	Siphon Tangle / Damage +5%	5	Siphon Tangle / Damage +5%	2 Defense +6 / Defense +9 / "MASTER! Required SP 15000
14 Pascal and Friends	Unlock Win 70 battles together with Pascal	If CC limit +1 (2)	1	Ignite Prison / Damage +5%	3	Ignite Prison / Damage +5%	5	Ignite Prison / Damage +5%	2 Defense +6 / 4 Magic Defense +9 / "MASTER! Required SP 5000
15 Young Noble	Acquired Obtained at Level 10	Effect: Attack Power & Magic Attack +3(→4)%	1	Dan Kū Sword/Damage +5%	3	Wind God Sword / Damage +5%	5	Akisame (Autumn Rain) / Damage +5%	2 Attack Power +3 / 4 Attack +5 / "MASTER! Required SP 3000

Asbel (Your
Sophie (Front)
Hubert
Richard (Child
Aspel
Sophie
Sheria
Richard
Mar
Pascal

Richard's Title

16 Rapier Noble
Acquisition Obtained at level 20
Effect: Hit Evade +3(→4)%

★1	Restless Sword / Damage +5%	★2 Defense +4
★3	Thunder God Sword / Damage +5%	★4 Defense +6
★5	Vital / Max HP +40	MASTER! Required 30000

17 Radiant Art Noble
Acquisition Obtained at level 30
Effect: Attack Power · Magic Attack +4(→5)%

★1	Vital / Max HP +40	★2 Evasion +5
★3	Shade Imperial / Damage +5%	★4 Evasion +8
★5	Lion's Roar Flame Formation / Damage +5%	MASTER! Required 90000

18 Demon Noble
Acquired Obtained at level 45
Effect: Hit Evade +4(5)% →

★1	Majesty Gate / Activates while under Ares Rise and during a combo	
★3	Vital / Max HP +40	★4 Accuracy +9
★5	Vital / Max HP +40	MASTER! Required 12000

19 Demon God Noble
Acquisition: Obtained at level 60
Effect: Attack Power / Magic Attack +5 (6)%

★1	Sub-EX / When not participating in battle, EXP gain +10%	2 Attack +7
★3	Dispard/ "Bird" Damage Reduction +5%	★4 Attack +11
★5	Activate during Hiiō Denrōjin / Eresu Rise while linked	MASTER! Required 50000

20 Divine Aristocrat
Acquired Obtained at level 80
Effect: Hit Rate / Evasion +5 (6)%

★1	Disdevil / Damage reduction vs. "Demons" +5%	2 Evasion +7
★3	Absorb / Recover HP on Hit +4	★4 Evasion +11
★5	Stun / When Arts first hit an enemy that is incapacitated, CC Recovery +4	MASTER! Required 240000

21 Strongest Terrestrial Creature Ar
Acquisition Obtainable at level 100
Effect: Attack Power / Magic Attack +6 (8)%

★1	Vital / Max HP +30	2 Evasion +7
★3	Dischaos / "Rampage Star" Damage Reduction +5%	4 Evasion +11
★5	Dischaos / "Violent Star" Damage Reduction +5%	"MASTER! Required 300000

22 Black-Feather Aristocrat
Acquisition: Obtained
Effect: Hit Rate / Evasion +6 (8)%

★1	Dischaos / "Violent Star" Damage Reduction +5%	★2 Magic Defense +3
★3	Vitality / Max HP +40	★4 Magic Defense +5
★5	Dispist/ Damage reduction vs. "Beast" +5%	MASTER! Required 360000

23 Flashlight Noble
Acquire 15 times, finish combat within 10 seconds
Effect: Combat movement speed +10(→15)%

★1	Wind God Sword / Damage +5%	2 Evasion +3
★3	Crimaxima / Critical +1 against the enemy with the highest HP	★4 Evasion +5
★5	Vitality / Max HP +50	MASTER! Required 9600

24 Noble Knight
Acquire "Defeat 5
Effect: CC recovery on enemy

★1	Dischaos / "Raging Star" Damage Reduction +5%	★2 Hit +6
★3	Restless Sword / Damage +5%	4 Hit +9
★5	Prebend / Damage Reduction When Defending +3%	MASTER! Required 48000

25 Blood Knight
Acquire Defeat 500
Effect: CC recovery on enemy defeat +3(→4)

★1	Vital / Max HP +30	2 Magic Attack +3
★3	Rise/Lower Limit CC+1	※4 Attack +5
★5	Prebend / Damage Reduction When Defending +3%	"MASTER! Required 58000

26 Skill Beginner
Acquire: Use CC2 techniques/skills 200 times
Effect: Increase consecutive critical rate by 10(20)%

★1	Leave Will / Damage +5%	★2 Attack Power +5
★3	When Ray Rise / Eres Rise activates, CC gain +1	★4 Attack +8
★5	Ray Heal / Restores +30 HP when Eles Rise	"MASTER! Required 5400

27 Skill Expert
Acquire: Use CC3 techniques/skills 600 times
Effect: Increase consecutive critical rate by 15(25)%

★1	Raylize / When Erelize, CC increase +1	2 Attack +7
★3	Vital / Max HP +40	★4 Attack +11
★5	Heal / When Eleslize, HP Recovery +30	"MASTER! Required 12000

28 Skill Master
Acquire: Use CC4 techniques/skills 1200 times
Effect: Consecutive critical rate increases by 20 (→30)%

★1	Vital / Max HP +40	2 Attack +4
★3	When using Raylize/Eleslize, CC increase +1	★4 Attack +6
★5	When using Rayheal/Eleslize, HP recovery +30	"MASTER! Required 24000

29 Thruster
Acquire: Use Arts skills 750 times
Effect: Arts skill critical rate increases by 10 (→20)%. 5 Revo Mastery / When leveling up, SP gained is multiplied by 1.5

★1	Fipripen / When near death, Damage Reduction +10%	2 Attack +7
★3	Avenger Bite / Damage +5%	★4 Attack +11
★5		MASTER! Required 36000

30 High Thruster
Acquire: Use Arts skills 7,500 times
Effect: Arts skill critical rate increases by 15 (→25)%. 5 Critical / Critical Damage +10%

★1	Fipripen / When near death, Damage Reduction +10%	2 Attack +4
★3	Prebend / Damage reduction when guarding +3%	★4 Attack +6
★5		MASTER! Required 255000

31 Emperor

Acquisition: Use Burst Techniques 500 times
Effect: Burst skill critical rate increases by 10 (20)%

★1 Ficrity / When near death, Critical Rate +25%	★2 Attack +7	
★3 Absorb / Recover HP +4 on hit	4 Magic Attack +11	
5 Enchant/Increase effect duration +20%	"MASTER! Required SP 7800	

■32 High Emperor

Unlock: Use Burst Techniques 5,000 times
Effect: Critical rate of Burst Skills increases by 15 (25)%

★1 Ficrity / When near death, Critical Rate +25%	2 Attack +3	
★3 ◆Shooting Star / Damage +5%	★4 Magic Attack +5	
5 Enchant / Increase Effect Duration +20%	MASTER! Required SP 28500	

■33 Criticalor

Unlock: Land 25 Critical Hits
Effect: On enemy defeat, Eres Gauge increases by 200 (300)

★1 Disbist / "Beast" Damage Reduction +5%	2 Defense +5	
★3 Kurimakishima / Critical +1 against enemies with maximum HP	★4 Defense +8	
5 Recovery Magic Effect +4%	MASTER! Required SP 14500	

34 Criticalist

Acquisition: Land 150 critical hits
Effect: When defeating an enemy, Eres Gauge increases by 300 (450)

★1 Disdevil / Damage reduction vs. "Demons" +5%	★2 Defense +7	
★3 Dischaos / "Violent Star" Damage Reduction +5%	4 Defense +11	
5 Kurimakishima / Critical +1 against enemies with maximum HP	MASTER! Required SP 19500	

35 Critical Prince

Acquisition: Land 750 critical hits
Effect: When defeating an enemy, Eres Gauge increases by 400 (~600)

1 Rise / Minimum CC +1	2 Defense +3	
3 Exceed / Maximum CC +1	4 Defense +5	
5 Evade + / On evasion, Evasion +1	"MASTER! Required SP 24000	

36 Combo Fighter

Acquisition: Defeat enemies 4 times with combos of 15 hits or more
Effect: Critical rate increases with 15 (10) or more hits

1 ◆Dan Kū Sword/Damage +5%	2 Hit +5	
3 Akabayu / Damage +5%	★4 Accuracy +8	
5 Critical / Critical Damage +10%	"MASTER! Required SP 4200	

37 Combo Hunter

Obtain: defeat enemies 3 times with a combo of 30 hits or more
Effect: Critical rate increases when achieving 30 (~20) or more hits

★1 Holy / HP Auto-Recovery +5	★2 Accuracy +6	
★3 Crysstone / Critical +1 against enemies with "Petrification"	4 Accuracy +9	
5 Critical / Critical Damage +10%	MASTER! SP Required 9000	

38 Combo Master

Obtain: defeat enemies 2 times with a combo of 50 hits or more
Effect: Critical Rate increases at 50 (→25) hits or more

1 Holy / HP Auto-Recovery +5	2 Accuracy +7	
3 Holy Lance / Damage +5%	4 Accuracy +11	
5 Critical / Critical Damage +10%	MASTER! Required SP 19000	

39 Combo Kaiser

Acquisition: Defeat an enemy once with a combo of 100 hits or more
Effect: Critical rate increases after 100 (50) hits or more

1 Holy / HP Auto-Recovery +5	2 Accuracy +4	
3 Critical/Critical Damage +10%	4 Hit +6	
5 Hit +/ When leveling up, Hit +1	MASTER! Required SP 30000	

40 Dual Smasher

Acquisition: Defeat 2 or more enemies simultaneously 3 times
Effect: On enemy defeat, CC recovery +2 (→4

★1 Holy / HP Auto-Recovery +5	2 Defense +5	
3 Press/ Recovery magic effect +4%	Defense +8	
5 Enchant / Increase Effect Duration +20%	"MASTER! Required SP 7500	

41 Force Smasher

Acquire: Defeat 4 or more enemies simultaneously 6 times
Effect: On enemy defeat, CC recovery +4 (6)

★1 Holy / HP Auto-Recovery +5	2 Defense +4	
Breath/Healing Spell Effect +4%	4 Defense +6	
5 Enchant / Increase Effect Duration +20%	MASTER! Required SP 12000	

42 Trait: Noble

Obtain: Land 50 hits on attacks with the Weakness trait
Effect: Adds the active trait "Water Tower"

★1 Dispist/ Damage Reduction +5%	★2 Magic Defense +5	
★3 Disdevil / Damage reduction vs. "Demons" +5%	4 Magic Defense +8	
5 Christone / Critical +1 against "Petrification" enemies	MASTER! Required SP 8000	

■43 Trait: Prince

Obtain: Land 500 hits on attacks with the Weakness trait
Effect: Adds the active trait "Astral Form"

★1 Sub Heal / When not participating in battle, post-battle HP recovery +5%	★2 Magic Defense +6	
3 Despist / "Beast" damage reduction +5%	4 Magic Defense +9	
5 Rise / Minimum CC +1	MASTER! Required SP 10500	

44 Trait: King

Acquisition: Hit attacks with the Weakness trait 5,000 times
Effect: Grants the active trait "Formless"

★1 Vital/ Max HP +40	2 Magic Defense +4	
3 Exceed / Maximum CC +1	★4 Magic Defense +6	
5 Resist+/When leveling up, Magic Defense +1	"MASTER! Required SP 28500	

■45 Item Getter

Acquisition: If the number of items obtained from battle victories exceeds 30
Effect: Each time an enemy is defeated, item drop rate increases by 4 (8)%

★1 Survivor / Item time limit reduction +8%	★2 Magic attack +5	
3 Survivor / Item Time Limit Reduced +8%	4 Magic Attack +8	
5 Life Gain / Revival with Life Bottle HP +10%	"MASTER! Required SP 8100	

Richard's Title

■46 Item Hunter

Acquisition If the number of items obtained from battle reaches exceeds 150
Effect Each time an enemy is defeated, item drop rate increases by 6 (10)% 5 Life Gain/When revived by Life Bottle: HP +10%

★1 Survivor / Item time limit reduction +8%
★3 Vital / Max HP +40
★2 Magic Attack +7
★4 Magic Attack +11
"MASTER! Required 18000

47 Chief Mastery

取得 Master 5 different titles
Effect CC cap +1 (→2)

★1 Survivor / Item time limit reduction +8%
★3 When revived by Life Gain/Life Bottle: HP +10%
★5 Defense+ / Defense +1 when leveling up
★2 Magic Attack +4
★4 Magic Attack +6
"MASTER! Required 9000

□48 King Mastery

Obtain: Master 30 different titles
Effect CC cap +2 (→3)

★1 Fispel/When near death: Casting speed +10%
★3 Prebend/When defending: Damage reduction +3%
★5 Exceed/CC cap +1
★2 Attack +5
★4 Magic Attack +8
"MASTER! Required 15000

49 God Mastery

Obtain: Master 70 different titles
Effect CC cap +3 (→4)

★1 Exceed/CC cap +1
★3 Prebend / Damage Reduction When Defending +3%
★5 ◆ Crimson King Electric Blade / Activates during combo when 25 or more hits
★2 Technique Defense +7
★4 Defense +11
MASTER! Required 25000

■50 Prince

Acquire: Learn 30 different skills
Effect When overcoming attack cancellation: Win the clash and CC recovery +2 (→4)

★1 ◆ Reave Will / Damage +5%
★3 Critical Resist / Critical +1 against enemies with reduced magic defense
★5 Shield Clash+ / CC recovery +2 (→4)
★2 Magic Defense +4
★4 Magic Defense +6
MASTER! Required 7200

51 Nice Prince

Acquisition: Learn 150 different skills
Effect When attack is negated and you prevail, CC recovery +3 (→6)

★1 Sub Mastery / When not participating in battle, SP gain +10%
★3 Disparred / Damage reduction vs. "Bird" +5%
★5 Recovery / Duration of buff effects +20%
★2 Magic Defense +5
★4 Magic Defense +8
MASTER! Required 12000

52 Gorgeous Prince

Acquisition: Learn 350 different skills
Effect: When attack is nullified and you prevail, CC recovery +4 (→8)

★1 Fispel/When near death, casting speed +10%
★3 Dispard / Damage reduction vs. "Birds" +5%
★5 ◆ Holy Cut+ / Activates during combo with 50+ hits
★2 Defense +7
★4 Defense +11
MASTER! Required 30000

53 Survivor

Acquisition: Win 50 battles while controlling Richard
Effect: Mystic Art damage +20 (→40)%

★1 Clear Attack / +1 critical against enemies with decreased attack
★3 Charge+ / When casting charge is 1 second or longer, generates "Red Charge"
★5 Recovery / Press □ while being launched to perform an aerial recovery
★2 Defense +4
★4 Defense +6
MASTER! Required 9000

■54 Burn Guard

Acquire: Prevent one insta
Effect Prevent "Burn" (+CC recovery)

★1 Diburn / Reduce "Burn" effect by 5%
★3 Diburn / Reduce "Burn" effect by 5%
☆5 Divan / Reduce "Burn" effect +5%
★2 Evasion +3
★4 Evasion +5
MASTER! Required 4500

55 Poison Guard

Acquire: Prevent one instance of "Deadly Poison" damage
Effect: Prevent "Deadly Poison" (+CC recovery)

★1 Decision / Reduce "Poison" effect +5%
★3 Decision / Reduce "Poison" effect by 5%
★5 Decision / Reduce "Poison" effect by 5%
※2 Defense +3
★4 Defense +5
MASTER! Required 4500

56 Paralyze Guard

Acquire: Prevent one instance of "Paralysis" damage
Effect: Prevent "Paralysis" (+CC recovery)

★1 Disparai / Reduce "Paralysis" effect +5%
★3 Disparray / Reduce "Paralysis" effect +5%
★5 Disparray / Reduce "Paralysis" effect +5%
★2 Attack Power +3
★4 Attack +5
"MASTER! Required 5400

57 Collector Boy

Obtain: Item collection rate exceeds 10%
Effect: Increase item drop rate by 3 (→5)% each time an enemy is defeated.

★1 Thunder God Sword / Damage +5%
★3 Vital / Max HP +30
★5 Sub Heal / When not participating in battle, recover HP after battles
★2 Attack +4
★4 Magical Attack +6
MASTER! Required 9000

58 Collector Prince

Obtain: Item collection rate exceeds 30%
Effect: Increase item drop rate by 5 (10)% each time an enemy is defeated. 5 Chrislow / Critical +1 against enemies with "Slow"

★1 While using Ray Recover / Eles Rise, recover from status ailments
★3 Sub Heal / When not participating in battle, recover HP by +3% after battle
★5 Chrislow / Critical +1 against enemies with "Slow"
★2 Magic Attack +8
★4 Magic Attack +8
MASTER! Required 18000

■59 Collector King

Acquisition: Effect when item collection rate exceeds 60%
Item drop rate increases by 7 (13)% each time an enemy is defeated

★1 Sub Heal / When not participating in battle, recover +3% HP after battle
★3 Cristone / Critical +1 against enemies with "Petrify"
★5 Chrislow / Critical +1 against enemies with "Slow"
★2 Magic Attack +9
★4 Magic Attack +9
MASTER! Required 18000

■60 Collector World Conqueror

Acquisition: Item collection rate
Effect Item drop rate increases by 9 (16)% each time an enemy is defeated

*1 Chrislow / Critical +1 against 'Slow' enemies
★3 Vital / Max HP +30
★5 Sub Heal / When not participating in battle, recover +3% HP after battle
★2 Attack +7
★4 Magic Attack +11
MASTER! Required 18000

61 Femto National Budget
Acquisition: Maximum held Gald exceeds 10,000
If Gain 10 (15) Gald on critical hits

1 Avenger Bite/Damage +5%		2 Defense +3
3 Critical Resist / Critical +1 against enemies with reduced Defense		4 Defense +5
5 Sub Ex / When not participating in battle, experience gained +10%		"MASTER! Required SP 6000

62 Pico National Budget
Acquisition: Maximum held Gald exceeds 50,000
Effect Gain 20 (30) Gald on critical hits

1 Shade Imperial / Damage +5%		2 Defense +5
3 Vital / Max HP +40		Defense +8
5 Sub-EX / When not participating in battle, EXP gain +10%		"MASTER! Required SP 9000

63 Nano National Budget
Acquis When maximum held Gald exceeds 500,000
Effect Gain 40 (→60) Gald on critical hits

★1 Critical Resist / Critical +1 against enemies with reduce		2 Defense +9
3 Ray Life / Revive when Eles Rise		Defense +9
5 Sub-EX / When not participating in battle, EXP gain +10%		"MASTER! Required SP 18000

■64 Almost the national budget
Acquired When maximum held Gald e
Effect Gain 80 (120) Gald on critical hits

1 Vital / Max HP +30		2 Defense +7
3 Vital / Max HP +40		4 Defense +11
5 Sub Ex: When not participating in battle, experience gain +10%		"MASTER! Required SP 30000

65 Valued Customer
Obtain: Total consumption of gald exceeds 20,000
Effect Allies' Eles Gauge increase rate up by 10 (20)%

1 Survivor / Item time limit reduction +8%		2 Attack +4
3 Sub-Mastery / When not participating in battle, SP gained +10%		Attack +10%
5 Vitality / Max HP +30		"MASTER! Required SP 7500

■66 Valued Customers
Acquire: total Gald spent exceeds 200,000
Effect: Increase allied Eres Gauge growth rate by 20(→30)%

1 When revived by Life Gain/Life Bottle, HP +10%		Attack +6
3 Sub-Mastery / When not participating in battle, SP gained +10%		4 Attack Power +9
5 Vital / Max HP +30		MASTER! Required SP 15000

67 Valued Godstar
Acquire: total Gald spent exceeds 200,000
Effect: Increase allies' Ares Gauge growth rate by 30(→40)%

1 Vital / Max HP +30		2 Attack +7
3 Life Gain/Life Bottle revival HP +10%		4 Attack +11
5 Sub-Mastery / When not participating in battle, SP gained +10%		MASTER! Required SP 22500

68 Niou Legend
Obtain: Cook "Natto Toast" 10 times
If After battle, 20(→30)% chance to make "Natto Toast"

1 Vital / Max HP +30		2 Attack +7
3 Vital / Max HP +30		4 Magic Attack +12
5 Evasion / Max CC +1		"MASTER! Required SP 7500

69 Pride of Rudeness
Obtain the use of "非礼" 50 times
Effect: When taking damage, hold the button to perform a low (→ medium) chance counterattack.

1 ◆Insolence / Critical Rate +15%		2 Accuracy +4
3 Parry Heal / HP recovery on evade +3%		4 Hit +6
5 ◆Insolence / Chance to reduce enemy Defense		"MASTER! Required SP 3000

■70 Soul of Insolence
Acquis Use "Insolence" 250 times
If damaged, hold the button to perform a low (→ medium) chance counterattack

1 ◆Insolence / Critical Rate +15%		2 Hit +6
3 Vital / Max HP +40		4 Accuracy +9
5 ◆Indecency / Recovers 1 CC with a certain probability		MASTER! Required SP 9000

7 Pride of Refutation
Obtain by using "Refutati
When damage occurs, hold the button to counterattack with a low (→ medium) probability

1 ◆Disenchant / Critical Rate +15%		※2 Evasion +7
3 Press / Healing Effect +4%		4 Evasion +11
5 ◆Persuasion Break / Chance to reduce Defense		MASTER! Required SP 4500

7 Soul of Refutation
Obtain by using "Refutatio
Effect: When taking damage, hold the button to perform a low (→ medium) chance counterattack.

1 ◆Persuasion Break / Critical Rate +15%		2 Evasion +4
3 Breath / Healing Magic Effect +4%		4 Evasion +6
5 ◆Persuasion Break / Recovers 1 CC with a certain probability		MASTER! Required SP 10500

73 Pride of Mockery
Obtain by using "Mockery" 30 times
Effect When damaged, hold the button to perform a low (→ medium) probability counterattack

1 ◆Taunt / Critical Rate +15%		2 Defense +3
3 Dispard / Damage reduction vs. "Birds" +5%		4 Magic Defense +5
5 ◆Taunt / Chance to recover CC once		"MASTER! Required SP 6000

74 Taunt Soul
Obtain by using "Taunt" 150 times
Effect When damaged, hold the button to perform a low (→ medium) probability counterattack

1 ◆Deception/Critical Rate +15%		※2 Magic Defense +5
3 Disbard/ Damage reduction vs. "Bird" +5%		4 Magic Defense +8
5 ◆Taunt / Chance to recover CC once		MASTER! Required SP 12000

75 Pride of the Thunder
Use the "Thunder God's Sword" 50 times
Effect When damaged, hold the button to perform a low (→ medium) probability counterattack

1 ◆Thunder God's Sword / Critical Rate +15%		2 Attack +4
3 Absorb / Recover HP +4 on hit		4 Attack +6
5 ◆Thunder God's Sword / Chance to decrease defense		MASTER! Required SP 9600

Richard's Title

76 Soul of Raijin

Obtain by using the "Raijin Sword" 250 times

Effect: When taking damage, hold the button to perform a low (~ medium) chance counterattack

★1 ◆Raijin Sword / Critical Rate +15%
★3 Absorb / Heal HP +4 on hit
★5 ◆Raijin Sword / Certain chance to recover CC

★2 Attack +6
★4 Attack +9
MASTER! Required 9800

77 Pride of the Wind Dei

Obtain: Use "Wind God Swo

If damaged, hold the button to perform a low (~ medium) chance counterattack

★1 ◆Wind God Sword / Critical Rate +15%
★3 Dislow / Reduce "Slow" effect by 5%
★5 ◆Wind God Sword / Chance to decrease defense

★2 Magic Defense +5
★4 Magic Defense +8
MASTER! Required 5100

■78 Wind God's Soul

Use "Wind God Sword" 250 times

Effect: When damage occurs, hold the button to perform a low (~ medium) chance counterattack

★1 ◆ Wind God Sword / Critical Rate +15%
★3 Dislow / Reduce "Slow" effect by 5%
★5 ◆Wind God Sword / Has a certain probability to recover CC

★2 Magic Defense +7
★4 Defense +11
MASTER! Required 5100

79 Pride of Sand Rain

Obtain: Use "Autumn Sand

Effect: When taking damage, hold the button to perform a low (~ medium) chance counterattack

★1 ◆Shusha Rain / Critical Rate +15%
★3 Disparai / Reduce "Paralysis" effect by +5%
★5 ◆Shusha Rain / Has a chance to decrease CC by 1

★2 Evasion +3
★4 Evasion +5
MASTER! Required 7200

80 Shusha Soul

Obtain: Use "Shusha Rain" 20

When dealing damage, hold the button to perform a low (~ medium) chance counterattack

★1 ◆Shusha Rain / Critical Rate +15%
★3 Disparai / Reduce "Paralysis" effect by +5%
★5 ◆Shusha Rain / Chance to decrease CC by 1

★2 Evasion +3
★4 Evasion +5
MASTER! SP Required 8200

81 Pride of Broken Sky

Obtain: Use "Broken Sky Sword" 40 times

Effect: When damage occurs, hold the button to counter-attack with a low (~ medium) probability

★1 ◆ Sky-Splitting Sword / Critical Rate +15%
★3 Decision / Reduce "Poison" effect by 5%
★5 ◆ Sky-Splitting Sword / Chance to decrease Defense

★2 Attack Power +3
★4 Attack +5
MASTER! Required 6400

82 Soul of Broken Sky

Obtain: Use "Broken Sky Swo

When damage occurs, hold the button to counter-attack with a low (~ medium) probability

★1 ◆ Sky-Splitting Sword / Critical Rate +15%
★3 Decision / Reduce "Strong Poison" effect by 5%
★5 ◆ Sky-Splitting Sword / Chance to decrease 1 CC

★2 Attack +3
★4 Attack +5
MASTER! Required 6400

■ 83 Pride of the Lionflame

Acquis Use "Lion's Roar Flaming Formation" 30 times

Each time the effect button is pressed, cast time is reduced by 1/60 (1/30) seconds

※1 ◆ Lion's Roar Flaming Formation / Critical Rate +15%
★3 Disinsect / Reduce damage from "Insects" by 5%
★5 ◆ Lion's Roar Flaming Formation / Chance to decrease Defense

★2 Attack Power +5
★4 Attack Power +8
MASTER! Required 9000

84 Soul of the Scorching Flame

Acquis Use "Lion's Roar Explosive Flame Formation" 150 times

Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds

★1 ◆ Lion's Roar Flaming Formation / Critical Rate +15%
★3 Disinsect / Damage reduction vs. "Beast" +5%
★5 ◆ Lion's Roar Explosive Flame Formation / Chance to recover CC once

★2 Defense +5
★4 Defense +8
MASTER! Required 12000

■ 85 Phoenix Pride

Obtain: Use "Phoenix Sky Cha

Effect: Each time the button is pressed, castin

★1 ◆ Phoenix Sky Charge / Critical Rate +15%
★3 Divine Burn/ Reduce "Burn" effect by 5%
★5 ◆ Phoenix Sky Charge / Chance to decrease Defense

★2 Hit +5
★4 Hit +8
MASTER! Required 9000

86 Phoenix Soul

Acquis Use "Phoenix Sky Charge" 150 times

Effect: Each time the button is pressed, cast time is reduced by 1/60 (1/30) seconds

★1 ◆Phoenix Sky Charge / Critical Rate +15%
★3 Divan / Reduce "Burn" effect by +5%
★5 ◆Phoenix Sky Charge / Recover 1 CC with a certain probability

★2 Attack +5
★4 Magic Attack +8
MASTER! Required 12000

87 Oath of the Moonlit Night

Obtain: Use "Oborozukiyo" 40 times

Effect: Each time the button is pressed, cast time is reduced by 1/60 (1/30) seconds

★1 ◆Oborodukiyo / Critical Rate +15%
★3 Parry Heal / HP recovery on evade +3%
★5 ◆Oborodukiyo / Chance to decrease CC

Magic Defense +5 (Rank 2)
★4 Magic Defense +8
MASTER! Required 9000

■88 Pact of the Moonlit Night

Obtain: Use "Oborodukiyo" 2

Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds

★1 ◆Oborodukiyo / Critical Rate +15%
★3 Vertex Rose / Activates during combo when 25+ hits are achieved
★5 ◆Oborodukiyo / Chance to decrease CC once

★2 Evasion +5
★4 Evasion +8
MASTER! Required 12000

89 Double Moon's Vow

Obtain: Use "Double Moo

Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds

★1 ◆Dual Moon/Critical rate +15%
★3 Vital / Max HP +20
★5 ◆Dual Moon / Has a probability to reduce Defense

★2 Attack Power +5
★4 Attack Power +8
"MASTER! Required 9000

190 Double Moon's Covenant

Obtain: Use "Double Moon

Effect: Each time the button is pressed, cast time is reduced by 1/60 seconds (1/30 seconds)

★1 ◆Dual Moon/Critical rate +15%
★3 Vital / Max HP +20
★5 ◆Dual Moon / Has a probability to recover CC

★2 Defense +5
※4 Defense +8
MASTER! Required 12000

91 Pride of Life Drain	1 Leaf Will / Critical Rate +15%	2 Accuracy +3	
Obtain: Use "Leaf Will" 40 times	3 Dis Devil / Reduced damage from "Yoma" (demonic) +5%	4 Hit +5	
Effect: Each time the button is pressed, cast time is reduced by 1/60 (1/30) seconds	5 Leaf Will / Has a certain probability to recover CC once	"MASTER! Required 8000	
92 Soul of Life Drain	★1 ◆ Leaf Will / Critical Rate +15%	2 Accuracy +3	
Obtain: Use "Leaf Will" 320 times	3 Disdevil / "Youma" Damage Reduction +5%	4 Hit +5	
If Each time the button is pressed, the casting time is reduced by 1/60 of a second (→ 1/30 of a second)	5 Leaf Will / Has a certain probability to recover CC once	"MASTER! Required 7000	
93 Pride of the Violent Sword	1 Restless Sword / Critical Rate +15%	2 Defense +3	
Acquis Use "Restless Sword" 40 times	3 Vital / Max HP +40	4 Defense +5	
When the button is pressed, the casting time	5 Restless Sword / Chance to decrease Defense	MASTER! Required 13800	
94 Soul of the Violent Sword	1 Restless Sword / Critical Rate +15%	*2 Magic Defense +4	
Obtain: Use "Restless Sword" 320 times	3 Vital / Max HP +40	4 Magic Defense +6	
Effect: Each time the button is pressed, the ca	5 Restless Sword / Chance to recover CC once	[MASTER! Required 9000	
95 Pride of Projection	1 Shade Imperial / Accuracy +15%	*2 Magic Attack +4	
Obtain: Use "Shade Imperial" 35 times	3 Disinsect / "Insect" Damage Reduction +5%	4 Magic Attack +6	
Effect: Each time the button is pressed, the casting time is reduced by 1/60 (→ 1/30) second	5 Shade Imperial / Chance to decrease Defense	"MASTER! Required 5000	
96 Soul of Projection	1 ◆ Shade Imperial / Accuracy +15%	2 Attack +4	
Obtain: Use "Shade Imperial" 280 times	3 Disinsect / Damage reduction vs. "Insects" +5%	4 Magic Attack +6	
Effect: Each time the button is pressed, the casting time is reduced by 1/60 (1/30) second	5 Shade Imperial / Chance to recover CC once	MASTER! Required 10200	
97 Pride of the Beast Cr	1 Avenger Bite / Accuracy +15%	2 Attack +5	
Use "Avenger Bite" 40 times	3 Disinsect / "Insect" Damage Reduction +5%	4 Magic Attack +8	
Effect: Each time the button is pressed, casting time is reduced by 1/60 (→ 1/30) seconds	5 Avenger Bite / Has a certain chance to decrease defense	"MASTER! Required 9000	
98 Beast-Crushing Sc	1 ◆ Avenger Bite / Accuracy +15%	2 Attack +5	
Acquis Use "Avenger Bite" 320 times	3 Disinsect / Damage reduction vs. "Insects" +5%	4 Magic Attack +8	
Effect Each time the button is pressed, casting time is reduced by 1/60 (→ 1/30) seconds	5 Avenger Bite / Has a certain chance to restore CC once	MASTER! Required 8000	
99 Pledge of Antidote	1 Antidote / HP Recovery +5%	2 Hit +5	
Acquis Use "Antidote" 40 times	3 Vital / Max HP +30	4 Accuracy +8	
Each time the effect button is pressed, castin	5 Antidotes / Recover 1 CC when HP is fully restored	"MASTER! Required 9000	
100 Covenant of Antidot	1 Antidote / HP Recovery +5%	2 Attack +5	
Acquis Use "Antidote" 320 times	3 Vital/Max HP +30	4 Magic Attack +8	
Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds	5 Antidotes / Chance to recover 1 CC	"MASTER! Required 8000	
1.01 million Lei's Oath	1 ◆ Lightning Blaster / Critical Rate +15%	2 Magic Defense +5	
Acquis Use "Lightning Blaster" 35 times	3 Vital / Max HP +30	4 Magic Defense +8	
Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds	5 Lightning Blaster / Chance to decrease Defense	"MASTER! Required 9000	
1,024,000 Covenant of Th	1 ◆ Lightning Blaster / Critical Rate +15%	2 Evasion +5	
Obtain: Use "Lightning Plaster" 280 times	3 Vital / Max HP +30	4 Evasion +8	
Effect: Each time the button is pressed, casting time is shortened by 1/60 (→ 1/30) second	5 Lightning Blaster / Chance to restore CC once	MASTER! Required 12000	
103 Oath of the Cursed Chain	1 Siphon Tangle / Critical Rate +15%	2 Attack +5	
Obtain by using "Siphon Tangle" 35 times	3 Vital / Max HP +30	4 Attack +8	
Effect Each time the button is pressed, castin	5 Siphon Tangle / Chance to reduce defense	MASTER! SP required 9000	
104 Covenant of the Curs	1 Siphon Tangle / Critical Rate +15%	2 Defense +5	
Obtain by using "Siphon Tangle" 280 times	3 Vital / Max HP +30	4 Defense +8	
Exter Effect: Each time the button is presse	5 Siphon Tangle / Fixed chance to recover CC once	MASTER! Required 12000	
105 Oath of the Karmic C	1 Ignite Prison / Critical Rate +15%	2 Hit +5	
Use "Ignite Prison" 35 times	3 Vital/Max HP +30	4 Hit +8	
Effect Each time the button is pressed, cast t	5 Ignite Prison / Chance to reduce defense	MASTER! Required 9000	

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Richard's Title

106 Oath of the Iron Cag	1 Ignite Prison / Critical Rate +15%	2 Attack +5	
Unlock: Use "Ignite Prison" 280 times	3 Vital / Max HP +30	4 Magic Attack +8	
Each time the effect button is pressed, castin	5 Ignite Prison / Chance to recover 1 CC	"MASTER! Required SP	12000
107 Pride of the Holy Lar	1 Holy Lance / Critical Rate +15%	2 Attack +5	
取得 Use "Holy Lance" 30 times	3 Vital / Max HP +30	4 Magic Attack +8	
Effect: Each time the button is pressed, the c	5 Holy Lance / Chance to Reduce Defense	"MASTER! Required SP	12000
108 Soul of the Holy Spear	1 Holy Lance / Critical Rate +15%	2 Attack +5	
取得 Use "Holy Lance" 240 times	3 Vital / Max HP +30	4 Attack +8	
Each time the effect button is pressed, cast time is shortened by 1 (→ 1.5) or a second	5 Holy Lance / Recovers CC by 1 with a certain probability	"MASTER! Required SP	15000
109 Pride of the Meteor	1 Shooting Star / Critical Rate +15%	2 Magic Defense +5	
Acquisition: Use "Shooting Star" 25 times	3 Vital / Max HP +30	4 Magic Defense +8	
Effect: Each button press shortens cast time by 1 (→ 1.5) seconds	5 Shooting Star / Chance to decrease defense	MASTER! Required SP	8000
110 Meteor Soul	1 Shooting Star / Critical Rate +15%	*2 Evasion +5	
Obtain: Use "Shooting Star" 200 times	3 Vital / Max HP +30	4 Evasion +8	
Effect: Each button press reduces casting time by 1 (→ 1.5) seconds	5 Shooting Star / Chance to recover CC once	MASTER! Required SP	21000
111 Arts Thruster	1 Sub Mastery / When not participating in combat, SP gain +10%	2 Attack +7	
Obtain: Acquire all titles from 69 to 90	3 Vital / Max HP +40	4 Attack +11	
Effect: Critical rate of Arts skills increases by 20 (→30)%	5 Attack+ / Attack +1 on level up	"MASTER! Required SP	36000
112 Burst Emperor	1 Shooting Star / Damage +5%	2 Attack +7	
Obtain: All titles from 91 to 110	3 Vital / Max HP +40	4 Magic Attack +11	
Effect: Critical rate of Burst skills increases by 20% (→30%)	5 Attack+ / Attack +1 on level up, Magic Attack +1	MASTER! Required SP	48000
113 Disguise as Asbel	1 Vital / Max HP +20	2 Attack Power +5	
Obtain: Give the humanoid in Telos Astyu the "Jade Statue"	3 Jade Statue / Become Asbel	4 Attack +8	
Effect: While costume is changed, recover HP every 2 seconds	5 Reforged CC recovery speed increased by 4%	MASTER! Required SP	58000
114 Disguise as Sophie	1 Vital / Max HP +20	2 Defense +5	
Acqui Give the humanoid in Telos Astyu the "Silver Statue"	3 Sophie / Become Sophie	Defense +8	
Effect While costume is changed, recover HP every 2 seconds	5 Reforged CC recovery speed increased by 4%	MASTER! Required SP	58000
115 Disguised as Hubert	1 Vital / Max HP +20	2 Hit +5	
Acquisi Give the "Sea-Blue Statue" to the humanoid of Telos Astyu	3 Hubert / Become Hubert	4 Hit +8	
If: While costume is changed, recover HP every 2 seconds	5 Reforged CC recovery speed increases by 4%	"MASTER! Required SP	18000
116 Disguise as Sheria	1 Vital/Max HP +20	2 Attack +5	
Obtain: Give the "Amber Statue" to the humanoid of Telos Astyu	3 Sheria / Become Sheria	4 Attack +8	
Effect: While the costume is changed, recover HP every 2 seconds	5 Reforged CC recovery speed increases by 4%	"MASTER! Required SP	18000
117 Disguise as Malik	1 Vital / Max HP +20	2 Magic Defense +5	
Obtain: Give the humanoid of Telos Astyu the "Statue of the Abyss"	3 Malik / Become Malik	4 Magic Defense +8	
Effect: While costume is changed, recover HP every 2 seconds	5 Reforged CC recovery speed increases by 4%	MASTER! Required SP	19200
118 Disguise as Pascal	1 Vital / Max HP +20	2 Evasion +5	
Acqui Give the "Scarlet Lotus Statue" to the humanoid of Telos Astyu	3 Pascal / Become Pascal	4 Evasion +8	
If While the costume is changed, recover HP every 2 seconds	5 Reforged CC recovery speed increases by 4%	"MASTER! Required SP	19500
119 Celebrity Young Master	1 Vital / Max HP +50	2 Attack Power +3	
Acquisition: Purchase via download	3 Costume / Allows outfit change	4 Attack +5	
If: While costume is changed, recover HP every 2 seconds	5 Vital / Max HP +50	MASTER! Required SP	50000
120 Womanizing Shrine Maiden	1 Vital / Max HP +50	2 Attack Power +3	
Acquisition: Purchase via download	3 Costume / Allows outfit change	4 Attack +5	
Effect While changing costume, recover HP every 2 seconds	5 Vital / Max HP +50	MASTER! Required SP	50000

Richard's Title

121 Zero

Acquisi Purchase via download
Effect While changing costume, recover HP every 2 seconds

1 Vitality/Max HP +50
3 Costume / Allows outfit change
5 Vital / Max HP +50

2 Attack Power +3
4 Attack +5
"MASTER! Required 60000

122 The Masked Genius Swordsm

Acquisi Pre-order Bonus
Effect: While costume is changed, recover HP every 2 seconds

1 Vital / Max HP +50
3 Costume / Allows outfit change
5 Vital / Max HP +50

2 Attack Power +3
4 Attack +5
MASTER! Required 60000

Enemy Characters · Battle Voices

We reveal the battle voices of formidable enemies who stand in Asbel and the others' way
Check here for lines you couldn't hear during battle!

Bias

Victory in battle	••••••Not nearly as much as your mouth claims — it's a grudge held for years! -ha!
Impossible	I'm no loser... I am someone everyone envies...

Victoria

Meteor Crash	Goooo! I won't let you get away! You cannot defy
Battle Victory	I won't let you pass beyond this point!
I cannot	I mustn't fall...

Serdik Serdik Reform

Demon King Flame	This is the end! Demon King's Explosive Flame Break!!
Victory gains	The throne has chosen me. Muhahahaha...!
I cannot	I am the one worthy of the throne...

Katz

Demon Guns	I will take that life! Demon Gunlance (Demon Gang!!
Strategic victory	My resolve is different from yours...
I cannot	Fendel's future...

Richard

Secret and Good Ac	That's enough! / I won't let you live!
Bloody Rose	Let the blood scatter like roses! Bloody Rose!!
Divinity Weard	Descend into the netherworld, carve it into your bones... the divine arm pierces life! Divinity Weard!!
Vanish End	I will settle everything now! Perish along with all life!!
Vanish End (For Asbel only)	I have nothing more to say to you! Disappear together with your comrades!!
Victory in battle	Didn't I tell you, this is the end!/Didn't I tell you, you'll die here!
Cannot be loaded	What the... ?

Emeroad / Emeroad Modified

Decide Saber	Oh divine lightning! Bow down before me! Decide Saber
戦闘勝利	I will become the god of the new world! Ahahaha...
Strategy Disabled	A mere bit player dares to defy a god...

Lambda Angels / Lambda Theos

Secret refreshing fu	Are you finished? / Disappear into dust!
Divinity—fall into the underworld, carve it into your bones, godlike arm Ard pierces life! Divinity Weird!!	pierces life! Divinity Weird!!
Disasterlight	Tremble at the aurora of the night sky! Fall! Disaster light!!
Gran Vanish	O destructive power hidden in the earth! Gran! Vanish!
戦闘勝利	How foolish... I could already see the outcome...!
I cannot	Do you think you've won? ...I won't...!

Little Queen

Battle Lines	I hate it... I hate humans. They foul the wind pollute the rot the earth... the water stagnates, plants wither... flowers fall
Mio Activation	All of it is the work of humans... Perish! Perish at once!! It's over...!
Verification	Let us go together to the star's origin...! Consciousness will soon fade...!
Halberd Net Victory	Now... let your life finally end...!
I cannot	What a foolish thing to do...

Fodora Queen

Battle Lines	Destruction will not occur. It is the hour of annihilation. For the sake of new life, humanity must vanish. The sky clouds over, the soil grows barren, flowers fall, and lives perish. And yet, hu
Secret and Immuni	This is the end.....!
Vanish End	Bury yourself in shame in the gap between the stars! Scatter into th Vanish End!!
Netting Victory	It was obvious...!
I do not belong	No way...! This is absurd...!
Cannot be opened	Do you think you've won? ...I won't...!

Fourier

Secret and Jiang in	I will decide here!
Ciandim Ex: Songhai (Sōkai) Seed	Divine Maiden (Shinki), Pioneer of Unknown Paths Behold, Ciandim Exceed!!
Victory gains	Hey! Don't just lie there getting beaten!
Can it be received c	Research alone won't do...

Poisson

Terrant Hammer	Throwing everything on the line (kenkon itteki)! Ice Array Rupture (h rekkai) Terrant Hammer!
Strategy unavailabl	I'm so sor~ry!

Frederick

Ménial Bomber	I will go. Méni-āru ··· Bomber!!
戦闘勝利	The exit is over there.
Can battle or not	As expected.....

Veig

Celsius Caliber	Ice-Sealing Sword! Engrave it upon your body! Celsiuski River!!
Battle Victory	That level is disappointing—one step short, it wasn't enough...
Physical Ability Disa	How could I...?

Kohaku

Starlight	Shine! The aurora of the night sky, fall! Starlight!! This is
Victorious	the power of the linked Soma! / I'm not afraid when I'm with everyone!
I cannot	I am... not yet...

Riara

Gran Vanish	The sleeping power of destruction within the earth! Vanish!!
戦闘勝利	Hehe, victory, victory♪
Unable to use war	I'm done for...

Great Radiant Star Dragon

Activate secret doct	Don't be careless!/I see it!
Flawless as heaven	My heart is calm and composed..... Receive the greatest and most s That is to say, flawless and seamless!
戦闘勝利	It was thoughtless and rash...!
Strictly Impossible	Impermanence is swift... Come at me again if you dare

System

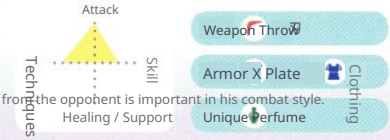
Asbel (Childhoo
Sophie (childho
Hubert (Childho
"Richard (Child)"
Aspel
Sophie
Hubert
Mishellia
Richard
Malik
Pascal

Malik

Malik

Malik manipulates thrown weapons

He is a ranged-attack specialist who masters blade-control techniques that manipulate thrown weapons and wide-area offensive arts. Maintaining distance from the opponent is important in his combat style.



Ability Description

Manipulate enemies with ranged attacks

Malik fights by catching enemies within the range of blade-manipulation techniques and ranged attack arts, dealing damage from a distance. His HP is high but his defense is lacking, so attack while maintaining distance to prevent enemies from closing in. Linking Arts techniques and Burst techniques is easy: connecting from a blade-manipulation technique to a ranged art lets the spellcasting of the art offset the opening created when returning the weapon. Conversely, staggering an enemy with a ranged art shortens casting time and improves accuracy.

The struggle with low defense only lasts at first; as skills and equipment come together he becomes more durable. That said, he still isn't suited to close-quarters combat, so don't abandon a long-range attack style. Use skills to reinforce attack and defense and to boost the power of his magics. Also, toward the late game the importance of wide-area ranged arts increases, so once again use skills to shorten casting time and improve accuracy.

▼Stat growth tendencies

	HP	Attack	Defense	Magic Attack	Magic Defense	Accuracy	Turns pass
Level 10	996	117	87	136	115	97	90
Level 50	3236	227	167	262	223	187	179
Level 100	4944	310	229	358	304	256	247
Level 150	6344	378	279	437	371	312	304
Level 200	7744	446	329	516	438	368	361

Arts Skill: Blade Manipulation

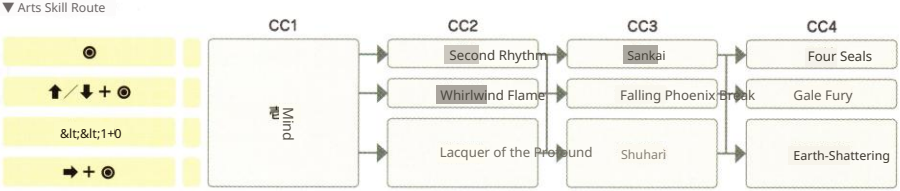
Keep the weapon thrown with "Isshin" in place and remotely control it from CC2 onward to pursue enemies. Although it registers many hits, some combos may miss, which creates a large opening when that happens. The innate skill "Release" is essential.

Recommended Ar

Four Seals

An innate CC4 technique learned from the start. It has long range and a wide attack area. Because it can hit enemies who ar

▼ Arts Skill Route



Burst Skill: Offensive Arts

All are offensive arts, ranging from ones with short casting times that can be spammed to techniques with wide attack ranges and high power. Consider effective traits and switch between them according to enemies and situations. It is also characteristic that many techniques carry traits that cause status ailments.

Recommended Ar

Vanish Flow

Relatively short casting time for their power; they can stop enemies in their tracks while racking up hit counts. This is the only tec

Combo Guide — Link combos with ranged attacks from a moderate distance

The easy combo performed by repeatedly pressing the ● button—"Isshin" → "Niritsu" → "Sankai"—is convenient, but against some opponents its hits can be shallow and fail to increase hit counts. In combos, change the CC2 technique to "Whirling Flame" to improve combo stability, then connect to "Sankai" and activate "Siphon Tangle." With many CCs you can chain offensive arts repeatedly and also draw in enemies around the target.

Drive in to deal damage. For Combo 2, first activate "Vanish Flow" to stop the enemy's movement and chain Arts attacks. In this case, if you are too close to the target the number of hits will be unstable, so attack from a distance of about two steps. If you can rack up enough hits, you should be able to trigger the Secret Art during the "Sankai" stage.

▼ Recommended combos

Combo 1 — Required CC: 14

Combo 2 — Necessary CC: 15

Accel Mode — Interrupt spellcasting and unleash a storming rush

Grapple Dance

Required title 22 Male Leader

Effect: ● Teleport close to the target and attack with countless kicks (Power: 90, Critical: 200)
[Duration] Amount of the accel gauge × 5 seconds (50% = 2.5 seconds, 100% = 5 seconds)

It approaches the target at blinding speed and unleashes a barrage of successive kicks. It has a very high hit count, and a benefit is that critical hits can increase the maximum CC. Incidentally, if you activate "Grapple Dance" while a spell is being cast, that spell will trigger immediately after the attack ends. By taking advantage of this, you can insert "Grapple Dance" mid-combo to rack up hit counts.

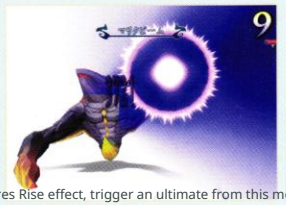
The distance to the target is short, and if you deal damage at the moment of activation, for [illegible] weight

Activation conditions for the hidden ultimate technique "Malik Beam"

In addition to the four ultimate techniques Malik learns through titles, there is a hidden ultimate technique that activates when certain conditions are met. The first requirement is the title "Pride of the Torrent", which does not need to be equipped as long as it has been acquired. Once Eres Rise has been triggered, chain Arts moves up to "Gale Torrent", and then press the L3 button.

If you press or hold the button and button, instead of a normal ultimate technique "Malik Beam" will activate. A powerful laser fires from Malik's back to attack the target. Because "Malik Beam" is a level-1 ultimate technique, it can be used repeatedly if the ultimate gauge has at least 2 bars.

Acquiring "Gale Torrent" is also one of the activation conditions. During the Eres Rise effect, trigger an ultimate from this move.



More powerful than "Calamity Rondo", but inferior in hit count and attack range. Use them accord

技 Attack CC1
Isshin
Isshin (One Heart)

Power 100 Hit Count 1 Critical 100 Casting Time

Throw a weapon to attack. Inputting up or down on the stick makes activation slightly faster and
Inputting left or right applies a curve in that direction.

習得 Enhancement Learned from the beginning

技 Attack CC2
二 Ritsu
Second Rhythm

Power 190 Hit Count 2 Critical 120 Casting Time

Remotely control a weapon thrown with "Isshin" and spin it vertically to
launch enemies into the air. If this follow-up knocks enemies away, the next move is more likely

習得 Enhancement: Learned from the start. 82 Niryoku Nori 1/583. Niryoku Soul 1/5

Note: Attack CC3
Sangai
Sankai

Power 300 Hit Count 5 Critical 150 Casting Time

Drop the vertically spinning weapon onto an enemy's head and slash
repeatedly. Because the enemy is knocked down, combos cannot be continued with "Shippu Do

習得 Enhancement Acquired from the start 84 Pride of Sankai 1/585 Soul of Sankai 1/5

技 Attack CC4
シキソン
Four Seals

Power 400 Hit Count 6 Critical 200 Casting Time

Throws four new projectiles to pursue the attack. When chained from
"Isshin", it picks up downed enemies before attacking them, allowing combos to continue.

習得 Enhancement Acquired from the start 86 Pride of Four Crests 1/5 87 Soul of Four Crests 1/5

Platform Attack CC2
Roll Flare
Whirlwind Flame

Power 210 Hit Count 2 Critical 120 Casting Time

Leaves the weapon thrown by "Isshin" in place, generates flames, and
follows up the attack. Because it doesn't move the enemy much, it is easy to land when chained

習得 Enhancement Acquired from the start 3 Admired Knight 3 24 Thrown Blade Swordsman 345 Combo Fighter 188 Pride of Whirlflame

Electro Attack CC2
ダ knesu
Lacquer of the Profound

Power 200 Hit Count 2 Critical 120 Casting Time

Manipulates the weapon thrown by "Isshin", making it orbit around the
enemy as a follow-up. When enemies are clustered, chain into this skill to hit many foes at once.

Learn/Enhance 4 Richard's Army Captive 325 Thrown Blade Artificer 388 Pride of Whirlflame 390 Pride of Lacquer Black 1/5 91 Soul of Lac

技 Attack CC3
Corruption
Falling Phoenix Break

Power 290 Hit Count 3 Critical 150 Casting Time

Launches the weapon forward, generating a vacuum wave along its
trajectory. This attack pushes enemies backward, so the next move often cannot reach them.

Snow Obta 5 Team Instructor 326 Throwing Blade Fighter 390 Lacquer Black Pride 392 Fallen Phoenix Pride 1/5 93 One-fifth of the Falle

技 Attack CC3
Resolver
Shuhari

Power 310 Hit Count 5 Critical 150 Casting Time

Generates a magnetic curtain at the weapon's resting position and attacks a
wide area left and right. Link combos from either "Flame of Rotation" or "Lacquered Black".

Learn/Enhanc 6 Knowledgeable 327 Throwing Blade Radiant Sorcerer 392 Fallen Phoenix Pride 394 Guardian-Break Pride 1/5 95 Guardia

技 Attack CC4
Sonic Buster
Gale Fury

Power 440 Hit Count 8 Critical 250 Casting Time

Rides the rotating weapon to charge at enemies. Because there is a delay
before the attack starts, it is unsuitable for chaining combos. Activating it when close to an enem

Learn/Enhan 7 Young Person Burned by Ideals 128 Blade Manipulation Practitioner 394 Guardian-Break Pride 3 96 Torrent Pride 1/5 97 T

Attack CC4

Grand Burst

Earth-Shattering

Power 420 Hit Count 6 Critical 200 Casting Time

A technique that erupts tremendous energy from beneath the enemy's feet; its attack range is wide to the left and right. If chained from "Shuhari", it will almost certainly hit sur

Learn/Enhance Instructor 3 29 Blade Wielder 396 Pride of the Raging Waves 3 8 Awe-Inspiring Pride 1/5 99 Awe-Inspiring Soul 1/5

Attack CC2

Rock Lance

Power 310 Hit Count 3 Critical 200 Casting Time 1.23 seconds

An offensive technique that produces rocky spears from fissures in the ground and repeatedly stabs enemies. It has a short casting time and activates quickly, allowing it t

Learn/Enhance 2 Knower of H 5 Former Instructor 124 Throwing Blade Swordsman 5 10 Pride o

(II) Attack CC3

Cluster Raid

Power 570 Hit Count 6 Critical 160 Casting Time 3.23 seconds

Draw a circle around the target and drop multiple crystals into it. Because the attack range is not very wide, it is difficult to hit moving enemies.

Learn/Enhance 25 Throwing Blade Magician 133 Professor 345 Combo Fighter 3 102 Pride of the Crystal 1/5 103 Soul of the Crystal 1/5

Attack CC4

Air Pressure

Power 830 Hit Count 8 Critical 130 Casting Time 4.00 seconds

Forms a large circular formation on the ground, generating a gravity field there to crush enemies. It restrains enemy movement, and its feature is dealing damage through consecutive hits.

Learn/Enhance 7 Idealistic Youth 347 Combo Master 165 Explorer 3104 Pride of Collapse 1/5 105 Soul of Collapse 1/5

Attack CC5

Lady's Ruption

Power 1100 hit count 11 Critical 100 Casting time 5.92 seconds

Presses enemies with a hand of rock and bathes them in energy spurting from the ground. The initial attack can gather enemies together and damage them all at once.

Learn/Enhance 20 Elemental Remodel 528 Blade Operative 173 Temporal Encounter 1106 Dust Pride 1/5 107 Dust Soul 1/5

Attack CC2

Photon Blaze

Power 350 Hits 1 Critical 200 Casting Time 1.42s

A technique that concentrates intense heat on the enemy and detonates. It can also affect enemies near the target. Despite its CC cost, it has high power and a short casting time.

Enhancement Le Knight Student Instructor 1 11 Nice Middle-aged 124 Thrown Blade Swordsman 1 108 Core Heat Pride 109 Cor

(II) Magical Attack CC3

Burn Strike

Power 620 Hit Count 6 Critical 160 Casting time 3.00 seconds

Launches three explosive fireballs toward the target, dealing damage from direct hits and impact o Note that you can often move immediately after casting completes.

Learn Enhance 26 Thrown Blade Fighter 140 Sorcerer 346 Combo Hunter 1110 Explosion Pride 1/5 111 Explosion Soul 1/5

(Two) Attack CC4

Phantom Flare

8+

Power 880 Hit Count 4 Critical 130 Chanting time 3.67 seconds

An offensive technique that launches flames effective even against "spiritual entities." The flames a and rotate to engulf surrounding enemies before descending to the center.

Enhancement 14 Next Master Candidate 136 Skill Expert 158 King Mastery 1 112 Pride of Subtlety 1/5 113 Soul of Subtlety

Attack CC5

Blazing Hearts

Power 1200 Hit Count 8 Critical 100 Casting time 6.67 seconds

Launches flames to detonate at the target's feet, causing a violent explosion that scorches a wide a You may want to remove the long casting time with a skill.

Enhancement 18 Stylish Soldier 174 Ambition of Time Person 181 Minister of Environment 5 114 Pride of Extreme Flame 1/5 115 Soul

Malik's Arts & Techniques

術 Attack CC2

Cool Threat

Power 330 | Hit Count 2 | Critical 200 | Casting Time 1.25 seconds

Generates a band of cold air with the "Freeze" effect and strikes it so that it wraps around the enemy. If used against enemies aligned horizontally, it can hit multiple foes.

習得 Enhancement 3 Admired Knight 1 35 Skill Beginner 142 Critical Color 1 116 Pride of Frost 1/5 117 Soul of Frost 1/5

術 Attack CC3

Ice Spine

Power 600 | Hit Count 5 | Critical 160 | Casting Time 2.02 seconds

After an ice thorn hits, it drops four additional thorns that pierce enemies. You can move immediately after the initial strike, so follow up quickly to overwhelm the target.

Learn/Enhan 6 Erudite 1 40 Sorcerer 1 46 Combo Hunter 3 118 Pride of Ice Flesh 1/5 119 Soul of Ice Flesh 1/5

術 Attack CC4

Icicle Pain

Power 850 | Hit Count 6 | Critical 130 | Casting Time 4.17 seconds

An offensive technique that repeatedly thrusts gigantic ice pillars. The pillars fall progressing inward from the target's position, so you'll want to use it to hit many enemies in

Learn/Enhance 27 Piercing Blade Practitioner 155 Item Dandy 181 Minister of Environment 1120 Pride of the Ice Mass 1/5 121 Soul of the

術 Attack CC6

Frigid Coffin

Power 1100 hit count | 5 | Critical 100 | Casting time 5.83 seconds

By condensing cold air, this offensive technique forms a gigantic sword and pierces enemies. When the sword impales the ground, a wide shockwave is generated that can a

Learn/Enhance 10 Watching Instructor 117 Supporting Actor 1/3 122 Pride of Purity 1/5

術 Attack CC3

Bind Ghost

+86

Power 500 | Hit Count 4 | Critical 160 | Casting time 3.00 seconds

An offensive technique that binds enemies with chains of consciousness. Because it also pulls in enemies around the target toward the center, you can follow up to sweep

習得 Enhance 13 Big Guy 169 Erespoter 3 124 Pride of the Iron Chain 1/5 125 Soul of the Iron Chain 1/5 126 Pride of the Vengeful Chain 3

術 Attack CC4

Siphon Tangle

Power 750 | Hit Count 6 | Critical 130 | Casting time 3.83 seconds

Summons a jet-black swamp that traps the target and surrounding enemies and deals damage. The attack covers a wide area, but the number of hits on a single enemy is in

Learn/Enhance 60 Duke 172 Traveler at Time 5 102 Pride of Crystals 3 126 Pride of the Cursed Chain 1/5 127 Soul of the Cursed Chain 1/5

(2) 術 Attack CC5

Vanish Flow

8 +

Power 1300 hit count | 16 | Critical 100 | Casting Time 5.30 seconds

Create a vacuum vortex at the feet to trap the target, then envelop and attack with a dazzling au While it excels in power and number of hits, its attack range is narrow.

Learn Enhance 9 Light Throwing Swordsman 3 18 Stylish Soldier 530 Blade Manipulation Luminary 1 128 Pride of the Fierce Blade 1/5 129

B Magic Attack CC6

Dragon Slayer

+7

Power 1600 | Hit Count 11 | Critical 125 | Casting time 7.17 seconds

Stab the enemy with a greatsword that can pierce even a dragon's hide, then launch countless sw them. Against large-sized foes, the follow-up attacks can rack up multiple hits.

Learn/Enhar 30 Blade Radiance Mage 359 God Mastery 171 Eres Grand Gentleman 1130 Dragon Sword Pride 1/5 131 Dragon Sword Soul

(2) Attack CC5

Ablade Burrow

Power 1000 | Hit Count 9 | Critical 75 | Cast Time 6.50 seconds

Three circular formations appear, and elements spurting from the ground rain down around the target. The attack range is wide, but the intervals are spaced out, making i

習得 Enhancement 21 Fendor Master 198 Pride of Heaven 3132 Triple Emblem Pride 1/5 133 Triple Emblem Soul 1/5

(3) Electric Attack | CC7

Suicide Echo

Power 2400 | Hit Count 4 | Critical 50 | Casting Time 3.83 seconds

A technique that causes an explosion at the target's position. The fewer HP the target has, the more hits occur: below 50% HP it becomes 2 hits, below 25% HP it becomes 4 hits

Learn/Enhance 41 High Sorcerer 3 134 Desperate Pride 1/5 135 Desperate Soul 1/5

Lv1

Calamity Rond

Power 2000 | Hit Count 4 | Critical – | Casting Time –

Throw a weapon that flies leaving flames, dealing damage with slashes and an explosion on impact. With a piercing weapon and blast, enemies other than the target can also b

Keitoku/Enhance 4 Richard Army Captive 1 61 Nice Duke 5

Lv2

Blaze Waltz

Power 3500 | Hit Count 9 | Critical – | Casting Time –

After repeatedly throwing weapons, charge at the target. Unleashes a flurry of slashes with an inferno explosion. Can attack a wider area than "Calamity Rondo."

習得／Enhance 8 Dream Instructor 130 Bad

Lv3

Power 5000 | Hit Count 18 | Critical – | Casting Time –

Eternal Serenade: First attacks by thrusting ice up from the ground. After lifting enemies high with a tornado, finishes with a massive explosion. Best used when you can catch many enemies in front of you.

習得／強化 16 The Man Who Cannot Die 159 G

Lv4

Power 2500 | Hit Count 21 | Critical – | Casting Time –

Shinten Reku Uzankō Senpū (abbrev.)

Heaven-Shaking Sky-Cleaving Slash Light Whirlwind (abbreviated)

The official name is "Shinten Rekkū Zankō Senpū Messai Shinba Warukorogi" (震天裂空斬光旋風滅砕神罰割殺撃). This sword technique, composed of a variety of moves, has a wi

Learned Enhancement 23 Men

Spec

Malik Beam

Power 2300 | Hit Count 1 | Critical – | Casting Time –

—

Fires a beam from a turned-back posture, sharply piercing the target while leaving claw marks on the frozen ground. The beam reaches endlessly and can sweep up enemies

Learn/Enha * Derived from "Gale and Torrent"

Voice lines on defeating an enemy

Introduces the victory lines for each character. Even the short remarks to allies reflect each character's personality.

Asbel

Normal	Next!/It's over!/I won't even give you time to regret it! /At least, rest in peace...!
When an ally is defe	As expected!/Amazing!

Sophie

Usually	Alright / Goodbye... / Is this the end? / You
When an ally is defe	Then you cannot beat me... Going smoothly... / Perfect...

Hubert

Normal	Next! / Sigh... / Sorry to put you to the trouble! / Being stubborn is a crime, you know?
When an ally is bro	It's no big deal, but are you serious about that?

Ceria

Normal	All right, I did it! / How sweet! Did I go a little too far?
When an a	As expected, amazing!

Richard

Normal	Farewell / I will show no mercy! / Kneel! / Sleep forever !
Normal (Lineage to	At least this is mercy! / If you come near, I will cut you! Sleep quietly!
When an ally is defe	Well done / Not bad!

Marik

Normal	Too slow! / You're not getting anywhere! / Farewell! / I'm not going to say goodbye?
When an ally is defe	Well done! / You passed!

Pascal

Normal	Yay! / Greetings~♪ / So cool~♪ / Shall we cool our heads a little?♪
When an ally is defe	Nice one♪ / Well done, aren't you♪

Malik's Title

□ Knight Academy Instructor	Acquired Initially	★1 ◆Photon Praise / Cast Time Reduction +4%	★2 Evasion +3	
	Effect: Evasion +4 (6)%	★3 Dispard/ "Bird" Damage Reduction +5%	★4 Evasion +5	
		★5 Parry Heal / HP Recovery on Evade +3%	MASTER! Required	12000
2 Those Who Know His Highness	Acquired Initially possessed	★1 Displan / "Plant" Damage Reduction +5%	★2 Defense +3	
	Effect: Defense +4(→6)%	★3 ◖ Lock Lance / Cast Time Reduction +4%	★4 Defense +5	
		★5 Kurimakishima / Critical +1 against enemies with maximum HP	MASTER! Required	24000
■3 Yearning Knight	Acquired Initially	★1 ◆Cool Threat / Cast Time Reduction +4%	★2 Attack +3	
	Effect: Attack Power +	★3 ◖ Whirling Flame / Damage +5%	★4 Attack +5	
		★5 Exceed / Max CC +1	"MASTER! Required	30000
■4 Richard Army Prisoners	Acquired: No.060 (→P244)	★1 Calamity Rondo / Activates while Eres Rise is active and during a combo	★2 Attack +4	
	Effect: Magical Attack +4(6)%	★3 ◖ Lacquer Black Mystery / Damage +5%	★4 Attack Power +6	
		★5 Rise / Minimum CC +1	MASTER! Required	50000
05 Instructor	Obtained at No.060 (→P244)	★1 ◆ Rock Lance / Casting Time Reduction +4%	★2 ◖ Defense +5	
	Effect: Magical Defense +4(-6)%	※3 ◆ Fallen Phoenix Break / Damage +5%	★4 Defense +8 (Rank 4)	
		★5 Release / Weapon return speed increased by 18%	MASTER! Required	80000
6 Erudite	Acquired: Obtained at No.071 (→	★1 ◖ Ice Spine / Casting Time Reduction +4%	★2 Hit +5	
	Effect: Accuracy +4(→6)%	★3 ◆ Shu-Ha-Ri / Damage +5%	★4 Hit +8	
		★5 Vigil/Recover 20% HP after 1 minute has passed	MASTER! Required	51000
7 Young Person Fired with Ideals	Acquired: Obtained at No.108 (→P288)	★1 ◖ Swift Tempest / Damage +5%	★2 Defense +6	
	Effect: Max HP +10 (→16)%	★3 ◖ Air Pressure / Casting Time Reduction +4%	★4 Defense +9	
		★5 Vitality / Max HP +50	MASTER! Required	90000
■8 Dream Instructor	Acquired: Obtained at No.122 (→P298)	★1 ◆ Activates during Praise Waltz / Ereslize and while in Combo	★2 Hit +6	
	Effect: Hit Rate +6 (→6)%	★3 ◖ Earthshattering / Damage +5%	★4 Hit +9	
		★5 Pelihill / Recover HP on Evade +3%	"MASTER! Required	28000
9 Light Throwing Blademaster	Acquired: Obtained at No.146 (→	★1 Dischaos / "Violent Star" Damage Reduction +5%	★2 Evasion +7	
	Effect: Removes the Violent Star Barrier on the first hit of Arts/skills (→all attacks)	★3 ◖ Vanish Flow / Casting Time Reduction +4%	★4 Evasion +11	
		★5 Dischaos / "Rampage Star" Damage Reduction +5%	MASTER! Required	55000
10 Watchful Instructor	Acquired: Obtained at No. 155 (→	★1 ◆ Frigid Coffin / Casting Time Reduction +4%	★2 Evasion +7	
	Effect: Magic Attack +6(→8)%	★3 Dischaos / "Rampage Star" Damage Reduction +5%	★4 Evasion +11	
		★5 Release / Weapon Return Speed increased by 18%	MASTER! Required	86500
11 Nice Middle	Obtained from T19 "Malik's Teacher" (→P397)	★1 ◆ Photon Blaze / Casting Time Reduction +4%	★2 Accuracy +3	
	Effect: Does not flinch from damage of 30(→50) or less	★3 Prebend / Damage Reduction While Defending +3%	★4 Accuracy +5	
		★5 Recovery / When not participating in combat, SP gain +10%	MASTER! Required	72000
12 Winged One	Obtain T63 "Strange People" (→P415) to acquire	★1 Critical Poison / Critical +1 against enemies with "Deadly Poison"	★2 Magic Defense +3	
	Effect: step distance increased by 40 (→60) %	★3 Viraize / After 1 minute, CC increase +2	★4 Magic Defense +5	
		★5 Sub Heal / When not participating in battle, recover HP after battle	MASTER! Required	96000
■ 13 Big Guy	Acquired: Obtainable at T42 "Rock Gagan Researcher" (→P403)	★1 ◆ Bind Ghost / Cast time reduction +4%	※2 Defense +4	
	Effect: Does not flinch from damage of 40 (→60) or less	★3 Prebend/s Damage Reduction While Defending +3%	★4 Defense +6	
		★5 Kurimakishima / Critical +1 against enemies with maximum HP	MASTER! Required	107500
14 Next Master Candidate	Obtainable at T43 "Smuggling" (→P404)	★1 ◆ Phantom Flare / Cast time reduction +4%	★2 Accuracy +4	
	Effect: Gummi recovery during combat +4 (→8)%	★3 While Race Speed / Eres Rise is active, movement speed +10%	★4 Accuracy +10%	
		★5 When on a sub quest / not participating in battle, experience gain +10%	MASTER! Required	96000
15 Still the Former Instructor	Obtained when C217 "Oath" (→P384) occurs	★1 Critical Paralyze / Critical +1 against enemies with "Paralysis"	★2 Defense +5	
	Effect: Does not flinch from damage of 50 (80) or less	★3 Vili Cover / After 1 minute, recover from status ailments	★4 Defense +8	
		★5 Wraith Speed/ While in Elesraze, movement speed +10%	MASTER! Required	107500

■16 The Man Who Can't Die

Acquire T47 "Roberia's Tomb" (→P405) to obtain

Effect: Increases gummy recovery amount during battle by +5(→10)%

1 ◆Eternal Serenade / Activates while Eres Rise is active and during a chain		2 Defense +6
3	Vivade / After 1 minute, perfect evasion for 4 seconds	Defense +9
5	Wraith Speed / While in Ares Rise, Movement Speed +10%	MASTER! Required SP 5600

17 Notable Supporting Role

Acquire Obtain from T60 "Theatrical Performance" (→P414)

Effect: Attack power / magic attack +5(→7)%

1 ◆Frigid Coffin / Casting Time Reduction +4%		Attack +6
3	◆Frigid Coffin / Chanting Time Reduced +4%	4 Attack +9
5	Wraith Speed / While in Ares Rise, Movement Speed +10%	MASTER! Required SP 5900

18 Cool Soldier

Obtain T40 "Cool Instructor" (→P403) to acquire

Effect: While costume is changed, recover HP every 2 seconds

1 ◆Blazing Hearts / Casting Time Reduction +4%		2 Defense +6
3	Costume / outfit change enabled	4 Defense +9
5	◆Vanish Flow / Casting Time Reduction +4%	"MASTER! Required SP 8900

19 Life Saver

Acquire Obtained in T69 "Swimsuit Theft" (→P418)

Effect: While costume is changed, recovers HP every 2 seconds

1	Holy / HP Auto-Recovery +5	2 Evasion +7
3	Costume/Outfit change available	4 Evasion +11
5	◆Vanish Flow / Recover HP on hit +4	"MASTER! Required SP 6500

20 Elemental Modific

Obtain Purchased from humanoids of Telos Astyu

Effect Stun duration reduced to 3/4 (→1/2)

1	Clear Attack / Critical +1 against enemies with lower Attack power	2 Attack +6
3	Discurse / Reduce "Curse" effect by +5%	Defense +9
5	◆Lady's Ruption / Casting Time Reduction +4%	"MASTER! Required SP 3800

□21 Master Fendor

Acquire Obtain at No.170 (→P342)

Effect Attack Power & Magic Attack +5(→7)%

1 ◆Blade Barrow / Damage +5%		Spirit Attack +5
3 Vital / Max HP +40		4 Magic Attack +8
5	Stun / When Arts first hit an enemy that is incapacitated, CC Recovery +1	MASTER! Required SP 24000

22 Male Leader

Obtained No.173 (→P348)

Effect: While defending, Axle Gauge increase rate is 1.5 (→1.5) times

1 Axel / Activate Axel Mode when Axel Gauge is 50% or higher		2 Defense +5
3 Vital / Max HP +40		Defense +8
5	Stun / When Arts first hit an enemy that is incapacitated, CC Recovery +1	MASTER! Required SP 8900

23 Memories of Youth

Acquire Obtained from T77 "Name of the Flower of Memories" (→P420)

Effect: "Hourglass" duration is 1.5 (-2) times

★1	Stun / When Arts technique first hit a stunned/enemy in Sleep-related state, CC recovery +1	2 Attack Power +5
3	Heavenly-Shattering Sky-Cleaving Light Whirlwind (abbrev.) / Activates while in 100% Arte Mode an	4 Attack +8
5	Exceed / Max CC +1	MASTER! Required SP 36000

■24 Blade-Throwing Swordsman

Acquired Obtained at Level 10

Effect: Defense and Magic Defense +3(4)%

1	◆Photon Blaze / Casting Time Reduction +4%	2 Defense +3
3	◆Whirl of Flame / Damage +5%	4 Defense +5
★5	◆Rock Lance / Casting Time Reduction +4%	[MASTER! Required SP 1000

■25 Throwing Blade Spellcaster

Acquisition Obtained at level 20

Effect Hit Rate & Evasion +3(4)%

1	◆Cluster Raid / Casting Time Reduction +4%	★2 Evasion +3
3	Lacquered Gen (Urushi no Gen) / Damage +5%	★4 Evasion +5
5	Reiarts / During Eres Rise, Attack Power +5%	MASTER! Required SP 6000

■26 Throwing Blade Fighter

Acquisition Obtained at level 30

Effect Defense & Magic Defense +4(→5)%

1	◆Burn Strike / Casting Time Reduction +4%	★2 Magic Defense +4
3	◆Falling Phoenix Break / Damage +5%	4 Magic Defense +6
5	When hitting a stunned/unconscious enemy with the MASTER, Required SP, CC recovery +1	

■27 Blade-Wielding Radiant Technician

Acquired: Obtained at level 45

Effect: Accuracy and Evasion +4(+5)%

1 Icicle Vein / Casting time reduction +4%		2 Hit +5
3 ◆Shu-Ha-Ri / Damage +5%		4 Hit +8
5	Reiarts / During Eres Rise, Attack Power +5%	"MASTER! Required SP 8900

■28 Blade-Manipulating Artificer

Acquired: Obtained at level 60

Effect Defense · Defense +5 (6)%

★1	◆Lady's Ruption / Casting time reduction +4%	2 Defense +6
3	◆Gale Surge / Damage +5%	4 Defense +9
5	Rei Arts / While in Eles Rise, Attack increases +5%	MASTER! Required SP 5900

■29 Blade-Manipulating Warrior

Acquired Obtained at level 80

Effect: Accuracy and Evasion +5(+6)%

1	Release / Weapon Return Speed increased by 18%	2 Evasion +7
3	◆Earth-shattering / Damage +5%	4 Evasion +11
5	During Reyarts/Eleslize, Attack Power +5%	"MASTER! Required SP 24000

■30 Blade Radiance Technician

Acquisition Obtainable at level 100

Effect Defense Power Magic Defense +6 (8)%

1	◆Vanish Flow/ Casting Time Reduction +4%	2 Magic Defense +7
3	◆Dragon Slayer/ Casting Time Reduction +4%	4 Magic Defense +11
5	◆Blaze Waltz/ Activates during a combo when over 50 hits	MASTER! Required SP 30000

31 My name is Malik
Acquisition: Obtained at level 200
Effect: Hit Evade +6(→8)%

1 Vital / Max HP +50
3 Crit-Paralyze/ Critical +1 against enemies with "Paralysis"
5 Vital / Max HP +100

2 Accuracy +7
4 Accuracy +11
MASTER! Required 60000

32 Instant Light Gentleman
Obtain 10 times, finish combat within 10 seconds
Effect: Combat movement speed +10(15)%

1 Vital / Max HP +50
3 Climaxia / Critical +1 against the enemy with highest HP
★5 Privend / Damage Reduction When Defending +3%

2 Evasion +3
4 Evasion +5
"MASTER! Required 45000

33 Professor
Acquisition Defeat 100 enemies
Effect CC recovery on enemy defeat +2(3)

1 Divan / Reduce "Burn" effect by +5%
3 Cluster Raid / Casting Time Reduction +4%
5 Prebend / Damage Reduction While Defending +3%

2 Evasion +3
4 Evasion +5
"MASTER! Required 45000

34 Berser Gentle
Acquisition Defeat 10
Effect CC recovery on enemy defeat +3(→4)

1 Divern / Reduce "Burn" effect by 5%
3 Disdevil / Damage reduction vs. "Demons" +5%
★5 Privend / Damage Reduction When Defending +3%

2 Evasion +6
4 Evasion +9
MASTER! Required 55000

35 Skill Beginner
Acquisi Use CC2 arts/techniques 300 times
Effect: Consecutive critical rate increases by 10(→20)%

1 Cool Threat / Cast Time Reduction +4%
3 Ray Rise / When Eles Rise, CC Increase +1
5 Ray Heal / When Eles Rise, HP Recovery +30

2 Attack Power +3
★4 Attack +5
MASTER! Required 54000

36 Skill Expert
Use CC3 spells/skills 750 times
Effect | Consecutive critical rate increases by 15(→25)%

1 Phantom Flare / Casting Time Reduction +4%
3 When Ray Rise / Eres Rise activates, CC gain +1
★5 Ray Heal / When Eles Rise, HP Recovery +30

2 Attack Power +5
4 Attack Power +8
"MASTER! Required 82000

37 Skill Master
Obtain: Use CC4 arts/skills 1,500 times
Effect: Consecutive critical rate increases by 20 (→30)%

1 Vital / Max HP +50
3 Ray Rise / When Eles Rise, CC Increase +1
5 Ray Heal / Restores +30 HP when Eles Rise

2 Attack +7
4 Attack +11
"MASTER! Required 24000

38 Thrower
Use Arts skills 500 times
Effect | Critical rate of Arts skills increases by 10 (→20)%

1 Breath / Healing Arts Effect +4%
3 Distique / "Aquatic" Damage Reduction +5%
5 Press / Healing Technique Effect +4%

2 Attack +4
4 Attack +6
MASTER! Required 68000

39 High Sower
Obtain: Use Arts skills 5,000 times
Effect: Arts skills' Critical Rate increases by 15 (→25)%

1 Breath / Healing Arts Effect +4%
3 Distic / "Water Tower" Damage Reduction +5%
5 Critical / Critical Damage +10%

2 Attack +7
4 Attack +11
"MASTER! Required 25000

40 Sorcerer
Acquire: Use Burst skills 750 times
Effect: Burst skill critical rate increases by 10 (20)%

1 Ice Spine / Casting Time Reduction +4%
3 Burn Strike / Casting Time Reduction +4%
5 Enchant / Increase Effect Duration +20%

2 Attack +4
4 Magic Attack +6
"MASTER! Required 78000

41 High Sorcerer
Acquire: Use Burst skills 7,500 times
Effect: Critical rate of Burst Skills increases by 15(25)%

1 Holy / HP Auto-Recovery +5
3 Suicide Echo / Casting Time Reduction +4%
5 Enchant / Increase Effect Duration +20%

2 Attack +7
★4 Magic Attack +11
"MASTER! Required 28000

42 Critical Aura
Acquire: Land 50 critical hits
Effect On defeating an enemy, Ares Gauge increases by 200 (300)

1 Cool Threat / Casting Time Reduction +4%
3 Disbird / Damage reduction vs. "Birds" +5%
5 Crimaxima / Critical +1 against enemies with maximum HP

2 Accuracy +3
4 Accuracy +5
MASTER! Required 45000

43 Criticalist
Acquire: Land 300 critical hits
Effect: When defeating an enemy, Eres Gauge increases by 300 (→450). 5 Crimaxima / Critical +1 against the enemy with the highest HP

1 Disstic / "Aquatic" Damage Reduction +5%
3 Displan / "Plant" Damage Reduction +5%

2 Hit +5
4 Hit +8
MASTER! Required 68000

44 Critical Gentleman
Unlock: Land 1,500 critical hits
Effect When defeating an enemy, Eres Gauge increases by 400 (→600)

1 Disdevil / Damage reduction vs. "Demons" +5%
3 Dis Chaos / 暴星 Damage Reduction +5%
5 Evasion / Avoidance +1 when leveling up

2 Accuracy +7
★4 Accuracy +11
"MASTER! Required 24000

45 Combo Fighter
Obtain: Defeat enemies 10 times with combos +6 hits or more
Effect Critical rate +5 when 15 (10) or more hits

1 Whirling Flame Damage +5%
3 Cluster Raid / Chanting Time Reduction +4%
5 Critical/Critical Damage +10%

2 Accuracy +3
4 Hit +5
MASTER! Required 92000

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46 Combo Hunter
Defeat enemies 7 times with a combo of 30 hits or more
Effect: Critical rate up when 30 (20) or more hits
★1 ◆ Burn Strike / Casting time -4%
★3 ◀ Ice Spine / Casting Time Reduction +4%
★5 Critical/Critical Damage +10%
★2 Hit +5
★4 Accuracy +8
"MASTER! Required SP 9000

47 Combo Master
Acquisition: Defeat enemies 5 times in combos of 50 hits or more
Effect: Critical rate increases at 50 (25) hits or more
★1 ◆ Air Pressure / Casting time -4%
★3 Rise / Minimum CC +1
★5 Critical / Critical Damage +10%
★2 Hit +6
★4 Hit +9
"MASTER! Required SP 5000

48 Combo Kaiser
Acquisition: Defeat enemies 3 times with combos of 100 hits or more
Effect: Critical rate increases at 100 (50) hits or more
★1 Vitality/Max HP +50
※3 Critical / Critical Damage +10%
★5 Hit + / On level up, Accuracy +1
★2 Accuracy +7
★4 Hit +11
MASTER! Required SP 30000

49 Dual Smasher
Acquired 10 times, defeat 2 or more enemies simultaneously
Effect: On enemy defeat, CC recovery +2 (→4)
★1 Holy / HP Auto-Recovery +5
★3 Breath / Healing Magic Effect +4%
*5 Enchant/Increase: Buff and enhancement durations +20%
★2 Attack +4
★4 Attack Power +6
MASTER! Required SP 7500

50 Force Smasher
Obtain by defeating enemies 20 times simultaneously while defeating 4 or more bodies
Effect: Recover CC by +4 (6) when defeating an enemy
★1 Holy / HP Auto-Recovery +5
★3 Breath / Healing Magic Effect +4%
★5 Enchant / Increase Effect Duration +20%
★2 Hit +5
★4 Hit +8
MASTER! Required SP 12000

51 Trait: Gentleman
Obtain by landing 150 hits with attacks that exploit weaknesses
Effect: Grants the effective trait "Inorganic"
★1 Dispard/ "Bird" Damage Reduction +5%
★3 Distic/"Aquatic" Damage reduction +5%
★5 Displan/"Plant" Damage reduction +5%
★2 Evasion +4
★4 Evasion +6
MASTER! Required SP 9000

52 Trait: Professor
Obtain by landing 1000 hits with attacks that exploit weaknesses
Effect: Grants the effective trait "Insect"
★1 Displan/"Plant" Damage reduction +5%
★3 Dishird/"Bird" Damage reduction +5%
★5 Disdevil/"Fiend" Damage reduction +5%
※2 Defense +5
★4 Defense +8
MASTER! Required SP 10500

53 Trait: Nice Middle-aged Man
Obtain by landing 10000 hits with attacks that exploit weaknesses
Effect: Grants the effective trait "Dragon"
★1 Disdevil/"Fiend" Damage reduction +5%
※3 DiscaoS/"Ravage Star" Damage reduction +5%
★5 Resist+/On level up, Magic Defense +1
★2 Evasion +6
★4 Evasion +9
MASTER! Required SP 28500

■54 Item Getter
Obtain when the number of items acquired from battle victories exceeds 40
Effect: Increases item acquisition rate by 4 (→8)% each time an enemy is defeated
★1 Vital / Max HP +50
★3 Survivor / Item Time Limit Reduced +8%
★5 Life Gain / Revival with Life Bottle HP +10%
★2 Magic Attack +4
★4 Arcane Attack +6
"MASTER! Required SP 8100

■55 Item Dandy
Acquisition: When a combat victory yields more than 200 obtained items
Effect: Each time an enemy is defeated, item acquisition rate increases by 6 (10)%
★1 ◆icide Pain/Spellcasting time reduced by 4%
★3 Survivor/Item duration limit reduced by 8%
★5 Life Gain/HP upon revival with Life Bottle +10%
★2 Defense +5
※4 Defense +8
MASTER! Required SP 12000

■56 Item: Glacia
Acquisition: When the number of items obtained upon battle victory exceeds 1,000
Effect: Increases item acquisition rate by 8% (→16%) each time an enemy is defeated
★1 Survivor / Item time limit reduction +8%
※3 Life Gain/HP upon revival with Life Bottle +10%
★5 Defense+/On level up, Defense +1
★2 Defense +7
★4 Defense +11
"MASTER! Required SP 36000

■57 Chief Mastery
Obtain: Master 5 different titles
Effect: CC maximum +1 (2)
★1 Fipripen / When near death, Damage Reduction +10%
★3 Fricity / When near death, Critical Rate +25%
★5 Exceed / Max CC +1
※2 Attack +4
★4 Magic Attack +6
MASTER! Required SP 9000

■58 King Mastery
Obtain: Master 40 different titles
Effect: CC maximum +2 (3)
★1 Phantom Flare / Casting time reduction +4%
★3 Fikuriti / When near death, Critical Rate +25%
★5 Rise / CC minimum +1
★2 Defense +5
★4 Defense +8
"MASTER! Required SP 9500

59 God Mastery
Master 80 different titles
Effect: CC limit +3 (→4)
★1 ◀ Dragon Slayer / Casting Time Reduction +4%
★3 Vital / Max HP +50
★5 ◆ Eternal Serenade / Activates during chain after 75+ hits MASTER! Required SP 52500
★2 Magic Defense +7
★4 Magic Defense +11

60 Duke
Acquire: Learn 30 different skills
If Reduces damage of 30 (60) or less to one-tenth
★1 ◀ Siphon Tangle / Casting time reduced by 4%
★3 Fispel/When near death, casting speed +10%
★5 Enchant / Increase Effect Duration +20%
★2 Accuracy +4
★4 Hit Rate +6
MASTER! Required SP 7200

Malik's Title

■61 Nice Duke
Acquisi Learn 150 different skills
Effect: Will not be staggered by damage of 20 (→40) or less
★1 Fipulipen / When near death, damage reduction +10%
★3 Fispel/When near death, casting speed +10%
★5 ◆Calamity Rondo / Activates during Assist after 25 (→20) seconds
★2 Defense +5
★4 Defense +8
MASTER! Required 12000

■62 Gorgeous Duke
Acquire 350 types of skills
Effect: Reduces damage of 1000 (800) or more by half
★1 Critical Poison / Critical +1 against enemies with "Venom"
★3 Critical Paralyze / Critical +1 against enemies with "Paralysis"
★5 Critical / Max CC +1
★2 Defense +7
★4 Defense +11
MASTER! Required 30000

■63 The One Who Runs Through
Acquisition: Win 50 battles while controlling Malik
Effect: Secret Technique damage increases by 20 (→40)%
★1 Charge+ / If chant charge is 1 second or longer, "Red Charge" occurs
★3 Recovery / Press □ during being knocked away to perform aerial recovery
★5 Critical / Max CC +1
★2 Defense +6
★4 Defense +6
MASTER! Required 7200

■64 Agent
Obtain: Increase the number of Discoveries found to 5 or more locations
Effect: Increase allied Ares Gauge (Eres Gauge?) growth rate by 10 (20)%
★1 Dispard / Damage reduction vs. "Birds" +5%
★3 Sub-Heal / When not participating in battle, HP recovered after battle +3%
★5 Vital / Max HP +50
★2 Evasion +3
★4 Evasion +6
"MASTER! Required 3000

65 Explorer
Acquisition: Reach 25 or more Discovery finds
Effect: Allies' Ares Gauge increase rate +20 (30)%
★1 Distique / "Aquatic" Damage Reduction +5%
★3 ◆Air Pressure / Cast time reduction +4%
★5 Sub Heal / When not participating in battle, recover HP +3% after battle
★2 Evasion +5
★4 Evasion +8
MASTER! Required 9000

■66 World Seeker
Acquisition: Reach 70 or more Discovery finds
Effect: Allies' Ares Gauge increase rate +30 (→40)%
★1 Dispran / Damage reduction against "Plants" +5%
★3 Ray Recover / While Ares Rise, recover status ailments
★5 Sub-Heal / When not participating in battle, HP recovered after battle +3%
★2 Evasion +6
★4 Evasion +9
MASTER! Required 15000

Discoverist
Acquisition: Reach all 100 Discovery finds
Effect: Allies' Ares Gauge increase rate +40 (50)%
★1 Disdevil / "Yoma" Damage reduction +5%
★3 Vital / Max HP +50
★5 Sub-Heal / When not participating in battle, recover HP +3% after battle
★2 Evasion +7
★4 Evasion +11
MASTER! Required 30000

■68 Ares Potion
Acquired Energy consumption exceeds 500
Effect: Enemies' Eles Gauge increase rate down 10 (20)%
★1 Clear Attack / Critical +1 against enemies with decreased attack power
★3 Cri-Evay / Critical +1 against enemies with decreased evasion rate
★5 Sub-Ex: When not participating in battle, experience gained +10%
★2 Magic Defense +3
★4 Defense +5
MASTER! Required 9000

69 Erespotter
Acquired Energy consumption exceeds 5000
Effect: Enemy Eres Gauge increase rate down by 30 (30)%
★1 Clear Attack / Critical +1 against enemies with decreased attack power
★3 ◆Bind Ghost / Casting time reduction +4%
★5 Sub-Ex: When not participating in battle, experience gain +10%
★2 Magic Defense +6
★4 Magic Defense +8
MASTER! Required 9000

■70 Eresupottisuto
Obtain: Total energy consumed exceeds 50,000
Effect: Enemy Eres Gauge increase rate down 30 (→40) %
★1 Cri-Evay / Critical +1 against enemies with decreased evasion rate
★3 Ray Life / On Eres Rise, recover from incapacitation
★5 Sub-Ex: When not participating in battle, experience gain +10%
★2 Defense +6
★4 Defense +9
"MASTER! Required 18000

71 Eres Grand Gentleman
Obtain: Total energy consumed exceeds 500,000
Effect: Enemy Eles Gauge increase rate down by 40 (50)%
★1 Dragon Slayer / Casting time -4%
★3 Grievey / Critical +1 against enemies with reduced evasion
★5 Sub-X / When not participating in combat, Experience gained +10%
★2 Accuracy +7
★4 Accuracy +11
MASTER! Required 30000

■72 Traveler of Time
Obtain: Total play time exceeds 7 hours
Effect: Reduces damage of 30 (→60) or less to one hit
★1 Sub Mastery / When not participating in combat, SP gained +10%
★3 Survivor / Item duration reduction +8%
★5 ◆Binding Tangle / Casting time -4%
★2 Accuracy +9
★4 Hit +5
MASTER! Required 7500

73 Temporal Encounterer
Obtain: Total play time exceeds 30 hours
Effect: Does not flinch from damage of 20→40 or less
★1 ◆Lady's Ruption / Casting time -4%
★3 Survivor / Item duration reduction +8%
★5 Sub-Mastery / When not participating in combat, SP gained +10%
★2 Accuracy +4
★4 Hit Rate +6
MASTER! Required 15000

■74 Ambitious of Time
Obtain: Total play time exceeds 100 hours
Reduce damage of 1000 (→800) or higher by half
★1 Blazing Hearts / Casting time -4%
★3 Life Gain / HP at revival with Life Bottle +10%
★5 Sub Mastery / When not participating in combat, SP gained +10%
★2 Hit +6
★4 Accuracy +9
MASTER! Required 22500

75 Sea bream slices
Acquire: Cook the dish "Tai Ch
Effect: After battle, 5 (10) % chance to prepare "Tai Chazuke"
★1 Life Gain / HP at revival with Life Bottle +10%
★3 When the sub-mastery is not participating in combat, SP gained +10%
★5 Maximum CC +1
★2 Defense +7
★4 Defense +11
MASTER! Required 7500

76 Poison Guard
Prevents the effect "Severe Poison" 5 times
Effect: Prevents "Severe Poison" (+CC recovery)

★1	Decision / Reduce the effect of "Deadly Poison" by +5%	※2 Attack Power +3
★3	Decision/ Reduce the effect of "Severe Poison" by 5%	★4 Attack +5
★5	Decision / Reduce the effect of "Deadly Poison" by +5%	MASTER! Required SP 4500

D77 Paralyze Guard
Prevent the status "Mahi" from attacking 5 times
Effect: Prevent "Mahi" (plus CC recovery)

★1	Disparai / "Paralysis" effect mitigation +5%	*2 Defense +3
★3	Disparalyze / Reduce the effect of "Paralysis" by 5%	★4 Defense +5
★5	Disparalyze / Reduce the effect of "Paralysis" by 5%	MASTER! Required SP 8000

78 Freeze Guard
Obtain: Block 5 attacks of "Freeze"
Effect: Prevent "Freeze" (+CC recovery)

★1	Dislease / Reduce "Freeze" effect +5%	★2 Defense +4
★3	Dislease / Reduce "Freeze" effect +5%	★4 Defense +6
★5	Dislease / Reduce "Freeze" effect +5%	"MASTER! Required SP 7500

79 Burn Guard
Acquire: Block 5 attacks of "Burn"
Effect: Prevent "Burn" (+CC recovery)

★1	Divern / Reduce "Burn" effect by 5%	★2 Defense +4
★3	Diven / Reduce "Burn" effect +5%	★4 Defense +6
★5	Diven / Reduce "Burn" effect +5%	"MASTER! Required SP 9000

80 Cursed Guard
Obtain: Block 5 attacks of "Death Curse"
Effect: Prevent "Death Curse" (+CC recovery)

★1	Discurse / Reduce "Death Curse" effect +5%	※2 Defense +5
★3	Discurse / Reduce "Death Curse" effect +5%	★4 Defense +8
★5	Discurse / Reduce "Death Curse" effect +5%	"MASTER! Required SP 9500

81 Minister of Environment
Acquire: T71 "Minister of the Environment" (→P419) obtained
Effect: Max HP +12 (20)%

★1	Icicle Pain / Casting Time Reduction +4%	★2 Defense +5
※3	Parry Heal / HP Recovery on Evade +3%	★4 Defense +8
★5	Blazing Hearts / Casting Time Reduction +4%	"MASTER! Required SP 15000

82 Pride of Niryoku (Niri
Obtain by using "Niryoku (Niritsu)" 100 times
Effect: Stagger duration reduced by 4 (8)%

★1	◆Niryoku (Niritsu) / Critical Rate +15%	★2 Accuracy +3
★3	Decision / Reduce "Strong Poison" effect by 5%	★4 Accuracy +5
★5	Niryoku (Niritsu) / Chance to recover HP	"MASTER! Required SP 3800

83 Soul of Niryoku (N
Obtain by using "Niryoku (Niritsu)" 1000 times
Effect: Reduce stagger time by 5(10)%

★1	◆ Second Rhythm / Critical Rate +15%	★2 Accuracy +4
★3	Decision / Reduce "Virulent Poison" effect +5%	★4 Hit +6
★5	◆ Second Rhythm / Chance to restore CC once	"MASTER! Required SP 7200

84 Pride of the Three Realms
Acquire: Use "Three Realms" 100 times
Effect: Reduce stagger time by 4(8)%

★1	◆Sanjie / Critical Rate +15%	★2 Accuracy +4
★3	Disparai / Reduce "Paralysis" effect by +5%	★4 Hit +6
★5	◆Sanjie / Chance to decrease magic attack power	"MASTER! Required SP 4200

85 Soul of the Three Realms
Acquire: Use "Three Realms" 1000 times
Effect: Reduce stagger time by 5 (10)%

★1	◆Sanjie / Critical Rate +15%	★2 Hit +6
★3	Disparai / Reduce "Paralysis" effect by +5%	★4 Accuracy +9
★5	◆Sanjie / Recovers 1 CC with a certain probability	MASTER! SP Required 7800

86 Pride of the Four Cre
Obtain by using "Shimon" 100 times
Reduces stagger time of the effect by 4(→8)%

★1	◆Shimon / Critical Rate +15%	★2 Hit +5
★3	Diseases / Reduces "Freeze" effect by +5%	★4 Hit +8
*5	◆Shimon / Chance to recover HP	"MASTER! Required SP 5100

87 Shimon Soul
Obtain by using "Shimon" 1,
Effect: Reduce stagger time by 5 (10)%

★1	◆Shimon / Critical Rate +15%	★2 Hit +6
★3	Dislease / Reduce "Freeze" effect by 5%	★4 Hit +9
★5	◆ Four Marks / Chance to recover CC once	"MASTER! Required SP 8700

88 Pride of the Spinning Flame
Obtain by using "Spinning Flame" 100 times
Effect: Reduce stagger time by 4 (→8)%

★1	◆Spinning Flame / Critical Rate +15%	★2 Defense +3
★3	◆ Lacquer Black Mystery / Damage +5%	★4 Defense +5
★5	◆ Spinning Flame / Chance to recover HP	MASTER! SP Required 4200

89 Soul of the Spinni
Use "次の旋" 1,000 times
Effect: Reduces stagger time by 5

★1	◆Flame of Rotation / Critical Rate +15%	★2 Defense +3
★3	Vital / Max HP +50	*4 Defensive Power +5
★5	◆Flame of Rotation / Chance to restore CC once	MASTER! Required SP 7800

9 Pride of Shikkugen
Obtain: Use "Shikkugen" 100 times
Effect: Reduce stagger time by 4(8)%

*1	◆Shikkugen Critical Rate +15%	※2 Defense +3
★3	◆Falling Phoenix Break / Damage +5%	★4 Defense +5
★5	◆Shikkugen / Chance to reduce magic attack power	"MASTER! Required SP 5400

Malik's Title

91 Soul of Shikkugen	★1 Kuro Urushi Critical Rate +15%	※2 Defense +3	
Acquire: Use "Kuro Urushi" 10	★3 Vital / Max HP +50	★4 Defense +5	
Reduces stagger duration of effects by 5(10)%	★5 Kuro Urushi / Chance to recover CC once	MASTER! Required	9000
92 Pride of the Fallen Ph	★1 ◆Fallen Phoenix Break / Critical Rate +15%	★2 Evasion +4	
Acquire: Use "Fallen Phoenix Break" 100 times	★3 ◆Shuhari / Damage +5%	★4 Evasion +6	
Effect: Reduce stagger time by	★5 Fallen Break / Chance-based effect to reduce defense	MASTER! Required	9800
93 Soul of the Fallen	★1 ◆Falling Phoenix Strike/Critical Rate +15%	★2 Evasion +4	
Acquire: Use "落風破" 1,000 times	★3 Rev Mastery / Upon level up, SP gained is multiplied by 1.5	★4 Evasion +6	
Effect: Reduce stagger time by 5(10)%	★5 ◆Falling Phoenix Strike/Chance to Recover CC1	MASTER! Required	10200
94 Pride of Shuha (Shuh	★1 ◆Shuhari/Critical Rate +15%	★2 Attack Power +5	
Unlock: Use "Shuhari" 100 times	★3 Swift Tempest / Damage +5%	★4 Attack Power +8	
Effect: Reduce stagger duration by 4(8)%	★5 ◆Shuhari/Chance to recover HP	"MASTER! Required	7800
95 Soul of Shuhari	★1 ◆Shuhari/Critical Rate +15%	★2 Attack Power +5	
Unlock: Use "Shuhari" 1000 times	★3 Vital / Max HP +50	★4 Attack +8	
Reduces stagger duration of effects by 5(10)%	★5 Shuhari / Recovers CC once with a certain probability	MASTER! Required	11400
96 Torrent of Pride	★1 Gale Torrent / Critical Rate +15%	Attack +6	
Unlock: Use "Gale Torrent" 100 times	★3 Earthshaking! Damage +5%	※4 Attack Power +9	
Reduces stagger duration from the effect by 4(8)%	★5 Gale Torrent / Has a chance to reduce magic attack power	MASTER! Required	9000
97 Soul of the Torren	★1 ◆Gale Torrent / Critical Rate +15%	Attack +6	
Unlock: Use "Gale Torrent" 1000 times	★3 Vitality / Max HP +50	★4 Attack +9	
Reduces stagger duration from the effect by 5(10)%	★5 Gale and Raging Waves / Chance to restore CC once	MASTER! Required	12600
98 Pride of the Earth-Sh	★1 ◆World-shaking / Critical Rate +15%	※2 Defense +7	
Obtain: Use "Earth-Shattering" 100 times	★3 ◆Ablade Burrow / Damage +5%	※4 Defense +11	
Reduces the staggering duration of its effect by 4(8)%	★5 ◆Earthshattering/Chance to reduce Defense	"MASTER! Required	9200
99 Soul of the Earth-Shaking	★1 ◆Earthshattering/Critical Rate +15%	★2 Defense +7	
Obtain: Use "Earth-Shattering" 1000 times	★3 Vital / Max HP +50	※4 Defense +11	
Reduces the staggering duration of its effect by 5(10)%	★5 ◆Earthshattering/Chance to recover CC once	"MASTER! Required	13800
1100 Pride of the Rock Spear	★1 ◆Rock Lance/Critical Rate +15%	★2 Magic Attack +3	
Obtain: Use "Rock Lance" 30 times	★3 Absorb / Recover +4 HP on hit	★4 Attack +5	
Effect: Each time the button is pressed, cast ti	★5 ◆Rock Lance/Grants "Defense Up" effect	MASTER! Required	5700
101 Soul of the Rock Spear	★1 ◆Rock Lance/Critical Rate +15%	★2 Attack +3	
Obtain: Use "Rock Lance" 300 times	★3 Vital/Max HP +50	★4 Attack +5	
Effect: Each time the button is pressed, casting ◆Rock Lance/While granting up effect, recover CC once		MASTER! Required	8700
102 Pride of Gemstone	★1 ◆Cluster Raid/Critical Rate +15%	★2 Attack +4	
Acquire: Use "Cluster Raid" 30 times	★3 ◆Siphon Tangle/Cast Time Reduction +4%	★4 Magic Attack +6	
Each time the effect button is pressed, casting	★5 Cluster Raids/Grants "Defense Up" effect	"MASTER! Required	7200
103 Soul of Gemstone	★1 ◆Cluster Raid / Critical Rate +15%	★2 Attack +4	
Obtain by using "Cluster Raid" 300 times	★3 Vital / Max HP +50	★4 Magic Attack +6	
Effect: Each time the button is pressed, the cast ◆Cluster Raid/When afflicted with a status ailment, recover CC		MASTER! Required	9800
104 Pride of Collapse	★1 Air Pressure / Critical Rate +15%	★2 Magic attack +5	
Obtain by using "Air Pressure" 30 times	★3 Absorb / Recover +4 HP on hit	★4 Attack +8	
Effect: Each time the button is pressed, casting	★5 Air Pressure / Grants the effect "Defense Up"	"MASTER! Required	11700
105 Soul of Collapse	★1 ◆Air Pressure / Critical Rate +15%	★2 Attack +5	
Obtain by using "Air Pressure" 300 times	★3 Vital / Max HP +50	★4 Magic Attack +8	
Effect: Each time the button is pressed, casting the ◆Air Pressure/When afflicted with a status ailment, recover 1 CC		MASTER! Required	15300

106 Pride of the Broken
Obtain: "Ladies' Ruption" used 40 times
Effect: Each time the button is pressed, the casting time is reduced by 1/60 (1/30) of a second
★1 Lady Disruption / Accuracy +15%
3 Absorb / Recover 4 HP on hit
5 Lady Disruption / Grants the effect "Defense Up"
2 Magic Attack +6
4 Attack +9
"MASTER! Required 6200

107 Soul of Broken Dust
Obtain: Use "Lady Disruption" 400 times
Each time the effect button is pressed, casting time is reduced by 1/60 (1/30) of a second
★1 Lady Disruption / Accuracy +15%
3 Vital / Max HP +50
5 Lady Disruption / Chance to recover CC once
2 Magic Attack +6
4 Attack +9
[MASTER! Required 9800

108 Pride of Nuclear Hea
Obtain: Use "Photon Blaze" 40 times
Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) of a second
★1 Photon Blaze / Accuracy +15%
3 Vital / Max HP +50
5 Photon Blaze / Add "Attack Power Increase" Effect
*2 Arts Attack +7
*4 Magic Attack +11
MASTER! Required 4200

109 Soul of Nuclear Heat
Obtain: Use "Photon Blaze" 400 times
Each time the effect button is pressed, cast time is shortened by 1/60 (→1/30) of a second
★1 Photon Blaze / Accuracy +15%
3 Vital / Max HP +50
5 Photon Blaze / Small chance to recover CC once
2 Magic Attack +7
4 Magic Attack +11
MASTER! Required 7800

110 Pride of the Blazing Flame
Obtain: Use "Burn Strike" 40 times
Effect: Each time the button is pressed, casting
★1 Burn Strike / Accuracy +15%
3 Vital / Max HP +50
5 Burn Strike / Apply the effect "Attack Power Increase"
2 Attack +5
4 Magic Attack +8
MASTER! Required 9200

111 Soul of Explosive Flame
Obtain: Use "Burn Strike" 400 times
Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds
★1 Burn Strike / Accuracy +15%
3 Vital / Max HP +50
5 Burn Strike / Chance to recover CC once
※2 Attack +5
4 Magic Attack +8
"MASTER! Required 9800

112 Pride of Subtlety
Obtain: Use "Phantom Flare" 40 times
Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds
★1 Phantom Flare / Hit Rate +15%
3 Vital / Max HP +50
5 Phantom Flare / Grants the effect "Attack Power Increase"
※2 Attack +3
Magic Attack +5
MASTER! Required 4700

113 Soul of Mystique
Obtain by using "Phantom Flare" 400 times
Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds
★1 Phantom Flare / Hit Rate +15%
3 Vital / Max HP +50
5 Phantom Flare / Chance to recover CC once
2 Attack +3
4 Attack +5
"MASTER! Required 8200

114 Pride of Inferno
Obtain by using "Blazing Hearts" 40 times
Each time the effect button is pressed, cast time is shortened by 1/60 (→1/30) of a second
★1 Blazing Hearts / Accuracy +15%
3 Vital / Max HP +50
5 Blazing Hearts / Grants the effect "Attack Power Increase"
2 Magic Attack +6
4 Magic Attack +9
[MASTER! Required 9200

115 Soul of Inferno
Obtain by using "Blazing Hearts" 400 times
Effect: Each time the button is pressed, cast ti
★1 Blazing Hearts / Accuracy +15%
3 Vital / Max HP +50
5 Blazing Hearts / Chance to recover CC once
2 Attack +6
4 Magic Attack +9
"MASTER! Required 22800

116 Pride of Frost
Obtain by using "Cool Threat" 40 times
Effect: Each time the button is pressed, castin
★1 Cool Threat / Accuracy +15%
3 Holy/HP Auto-Recovery +5
5 Cool Threat / Chance to recover HP
2 Evasion +4
4 Evasion +6
"MASTER! Required 8000

Soul of Frost
Use "クールスレット" 400 times
Each time the effect button is pressed, the casting time is reduced by 1/60 (1/30) of a second
★1 Cool Threat / Accuracy +15%
3 Vital / Max HP +50
5 Cool Threat / Certain chance to recover 1 CC
2 Evasion +4
4 Evasion +6
[MASTER! Required 9600

118 Pride of Ice Flash
Obtain: Use "Ice Spine" 40 times
Effect: Each time the button is pressed, the casting time is reduced by 1/60 of a second (→ 1/30 of a second)
★1 Ice Spine / Accuracy +15%
3 Vital / Max HP +50
5 Ice Spine / Chance to recover HP
★2 Evasion +5
4 Evasion +8
MASTER! Required 8700

119 Soul of Ice Flash
Obtain: Use "Ice Spine" 400 times
Effect: Each time the button is pressed, cast time is reduced by 1/60 seconds (→ reduced by 1/30 second)
★1 Ice Spine / Accuracy +15%
3 Vital / Max HP +50
5 Ice Spine / Chance to recover 1 CC
2 Evasion +5
4 Evasion +8
MASTER! Required 9800

120 Pride of the Frozen
Obtain: Use "Icicle Vein" 40 times
Effect: Each time the button is pressed, the casting time is reduced by 1/60 of a second (→ 1/30 of a second)
1 Icicle Pain / Hit Rate +15%
※3 Vital / Max HP +50
5 Icicle Pain / Chance to recover HP
2 Evasion +6
★4 Dodge +9
MASTER! Required 8200

Malik's Title

121	Soul of the Ice Ch	Obtain by using "Icicle Pain" 400 times Effect: Each time the button is pressed, the cast time is reduced by 1/60 of a second (→ 1/30 of a second)	★1 Icicle Pain / Hit Rate +15% ★3 Vital / Max HP +50 ★5 Icicle Pain / While buff is active, recover CC once	★2 Evasion +6 ★4 Dodge +9 MASTER! Required 16800
122	Pride of Purity	Acquis: Use "Frigid Coffin" 40 times Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds	★1 ◆Frigid Coffin / Hit Rate +15% ★3 Vital / Max HP +50 ★5 ◆Frigid Coffin / While buff is active, recover CC once	★2 Evasion +3 ★4 Evasion +5 MASTER! Required 17700
123	The Virtue of Inte	Obtain by using "Frigid Coffin" 400 times Effect: Each time the button is pressed, cast time is reduced by 1/60 (1/30) seconds	★1 ◆Frigid Coffin / Hit Rate +15% ★3 Vital / Max HP +50 ★5 ◆Frigid Coffin / Recovers CC once with a certain probability	★2 Evasion +3 ★4 Evasion +5 MASTER! Required 21300
124	Pride of the Iron Chain	Obtain by using "Bind Ghost" 40 times Effect: Each time the button is pressed, casting	★1 ◆ Bind Ghost / Accuracy +15% ★3 Vital / Max HP +50 ★5 ◆ Bind Ghost / Grants the effect "Magic Attack Power Increase"	★2 Magic Defense +4 ★4 Defense +6 MASTER! Required 15100
125	Soul of the Iron Chain	Obtain by using "Bind Ghost" 400 times Effect: Each time the button is pressed, the	★1 ◆ Bind Ghost / Accuracy +15% ★3 Vital / Max HP +50 ★5 ◆ Bind Ghost / While Ascension Effect is Applied, Recover CC Once	★2 Magic Defense +4 ★4 Magic Defense +6 MASTER! Required 14700
126	Pride of the Cursed C	Obtain by using "Siphon Tangle" 40 times Each time the effect button is pressed, cast t	★1 ◆ Siphon Tangle / Accuracy +15% ★3 ◆ Bind Ghost / Cast time reduction +4% ★5 ◆ Siphon Tangle / Grants the effect "Magic Attack Power Increase"	★2 Evasion +5 ★4 Evasion +8 MASTER! Required 18100
127	Soul of the Cursed Chain	Obtain by using "Siphon Tangle" 400 times Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds	★1 ◆ Siphon Tangle / Accuracy +15% ★3 Crypoison / Critical +1 against enemies with "Venom" ★5 ◆ Siphon Tangle / While buff increases are active, recover CC	★2 Evasion +5 ★4 Evasion +8 MASTER! Required 17700
128	Pride of the Feral Blade	Obtain by using "Vanish Flow" 40 times Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds	★1 ◆Vanish Flow / Chance to one-shot enemies ★3 Discours / Reduce "Cursed Death" effect by 5% ★5 ◆Vanish Flow / While buff is active, recover CC once	★2 Magic Defense +6 ★4 Magic Defense +9 "MASTER! Required 19200
129	Soul of the Feral Blade	Obtain: Use "Vanish Flow" 400 times Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds	★1 ◆Vanish Flow / Accuracy +15% ★3 Vital / Max HP +50 ★5 ◆Vanish Flow / While buff is active, recover CC once	★2 ◆ Defense +6 ★4 ◆ Defense +9 "MASTER! Required 23800
130	Pride of the Dragon	Acquire "Dragonslayer" by using it 40 times Effect: Each time the button is pressed, castin	★1 ◆ Dragonslayer / Accuracy +15% ★3 Absorb / Recover +4 HP on hit ★5 ◆ Dragonslayer / Grants the effect "Increases magic attack power"	★2 Magic Defense +7 ★4 Magic Defense +11 MASTER! Required 25200
131	Soul of the Drago	Acquire "Dragonslayer" by using it 400 times Effect: Each time the button is pressed, casting time is reduced by 1/60 (→ reduced by 1/30 seconds)	★1 ◆Dragonslayer / Accuracy +15% ★3 Vital / Max HP +50 ★5 ◆While Dragonslayer's Enhancement effect is applied, recover CC once	★2 Magic Defense +7 ★4 Magic Defense +11 MASTER! Required 28800
	Pride of the Three C	Acquire "Ablade Burrow" by using it 40 times Effect: Each time the button is pressed, castin	★1 ◆Ablaide Barrow / Chance to instantly defeat an enemy ★3 Vital / Max HP +50 ★5 ◆Ablaide Barrow / Accuracy +15%	※2 Magic Defense +6 ★4 Magic Defense +9 "MASTER! Required 19200
	Soul of Three Crests	Acquire "Ablade Burrow" by using it 40 times Each time the effect button is pressed, the cast	★1 ◆ Ablaide Barrow / Accuracy +15% ★3 Vital / Max HP +50 ★5 ◆While Ablaide Barrow's effect is active, recover CC	★2 ◆ Defense +6 ★4 Magic Defense +9 MASTER! Required 25200
134	Pride of the Determined	Use "Suicide Echo" 40 times Effect: Each time the button is pressed, the cast time is reduced by 1/60 (1/30) seconds	★1 ◆ Suicide Echo / Accuracy +15% ★3 Vital / Max HP +50 ★5 Suicide Echo / Grants the effect "Spell Attack Power UP"	※2 Magic Defense +7 ★4 Magic Defense +11 MASTER! Required 25200
135	Deadly Soul	Use "Suicide Echo" 40 times Each time the effect button is pressed, casting	★1 Suicide Echo / Hit Rate +15% ★3 Vital / Max HP +50 ★5 Suicide Echo / While buff is active, recover CC once	★2 Defense +7 ★4 Magic Defense +11 MASTER! Required 31200

Mehmed Mehmed

136 Arts Thrower

Acquisition: Obtain all titles from 82 to 99

Effect: Arts skill critical rate increases by 20(→30)%. 5 Attack+ / +1 Attack on level up

1	Vital / Max HP +50	2 Attack +7
3	Vital / Max HP +50	4 Attack +11
5	Vital / Max HP +50	MASTER! Required SP 36000

137 Burst Sorcerer

Acquisition: Obtain all titles from 100 to 135

Effect: Critical rate of Burst techniques increases by 20(30)%

1	Vital / Max HP +50	2 Attack +7
3	Vital / Max HP +50	4 Magic Attack +11
5	Vital / Max HP +50	MASTER! Required SP 48000

138 Like Asbel

Acquisition: Give the "Jade Statue" to the humanoid in Telos Asty

Effect: While costume is changed, HP recovers every 2 seconds

1	Vital / Max HP +20	2 Attack Power +5
3	Become Asbel/Asbel-ish	4 Attack +8
5	Reforge / CC recovery speed increases by 4%	MASTER! Required SP 18000

139 Like Sophie

Acquisition: Give the humanoids of Telos Astyu the "Silver Statue"

Effect: While changing costume, recover HP every 2 seconds

1	Vital / Max HP +20	2 Defense +5
3	Sophitch / Become Sophie	4 Defense +8
5	Reforge / CC recovery speed increased by 4%	MASTER! Required SP 18300

140 Like Hubert

Obtain: Give the humanoid of Telos Astyu the "Blue Sea Statue"

Effect: While costume is changed, recover HP every 2 seconds

1	Vital/Max HP +20	2 Hit +5
3	Hubertich / Become Hubert	4 Accuracy +8
5	Reforge / CC recovery speed increases by 4%	MASTER! Required SP 18600

141 Like Asheria

Acquisition: Give the humanoid of Telos Astyu the "Amber Statue"

Effect: While costume is changed, recover HP every 2 seconds

1	Vital / Max HP +20	2 Attack +5
3	Sheriatch / Become Sheria	4 Magic Attack +8
5	Reforge / CC recovery speed increases by 4%	MASTER! Required SP 18900

142 Like Pascal

Obtain: Give the humanoid of Telos Astyu the the "Crimson Lotus Statue"

Effect: While costume is changed, recover HP every 2 seconds

1	Vital/Max HP +20	2 Magic Defense +5
3	Pascalich / Become Pascal	4 Magic Defense +8
5	Reforge / CC recovery speed +4%	MASTER! Required SP 19200

143 Like Richard

Acquisition: Give the humanoid of Telos Astyu the "Golden Statue"

Obstr: While changing costume, recover HP every 2 seconds

1	Vital / Max HP +20	2 Evasion +5
3	Become Rich / Richard	4 Evasion +8
5	Reforge / CC recovery speed increased by 4%	MASTER! Required SP 19500

144 Detective-style Suit

Acquisition: Purchase via download

Effect: While changing costume, recover HP every 2 seconds

1	Vital / Max HP +50	2 Attack Power +3
3	Costume / Allows outfit change	4 Attack Power +5
5	Vital / Max HP +50	MASTER! Required SP 6000

145 Blazing Warrior

Acquisition: Purchase via download

Effect: While the costume is changed, HP recovers every 2 seconds

1	Vitality/Max HP +50	2 Attack +3
3	Costume / Allows outfit change	4 Attack Power +5
5	Vital / Max HP +50	MASTER! Required SP 6000

146 Sexy Teacher

Acquisition: Purchase via download

Effect: While costume is changed, recover HP every 2 seconds

1	Vital / Max HP +50	2 Attack +3
3	Costume outfit changes become available	4 Attack Power +5
5	Vitality / Max HP +50	MASTER! Required SP 6000

147 Elusive Wanderer

Acquisition: Purchase via download

Effect: While costume is changed, recover HP every 2 seconds

1	Vitality/Max HP +50	2 Attack Power +3
3	Costume / Allows outfit change	4 Attack +5
5	Vital / Max HP +50	MASTER! Required SP 6000

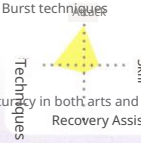
Asbel (Childhoo
(Sophie (childho
(Hubert (childhood))
Richard (Childh
Asbel
Misofi
Hubert
Sheria
[Richaart
Malik
Pascal

Pascal

Pascal

Arts techniques are ranged shooting, Burst techniques

Pascal is an unconventional type who uses short-range offensive arts in burst techniques. He can fight effectively at both long and short range in both styles, but low accuracy in both arts and techniques is a challenge.



Weapons Gun Staff

Armor Robe Clothing

Inherent Ø Muffler

Ability Description

Slaying approaching monsters with a variety of jutsu formations

Both attack power and offensive technique are high, but considering the variety of arts, you'll want to focus on burst techniques. To reliably land arts, perform a charge while in chanting state and wait for the enemy to enter the attack range before activating. If you have the "Charge+" skill, you can wait and add extra properties with a red charge. When cooldown allows, it's also effective to follow up an offensive art with an arts technique for a finishing strike.

Because this arts-using attacker has relatively low accuracy, reinforce their equipment with special effects that raise hit rate, such as "Hit". It's fundamental to strengthen arts performance with skills that shorten chanting time. A skill you should definitely learn is "Shield"; when its effect triggers you can activate arts without being interrupted by enemies. Unique equipment like the "Blue Muffler" also carries the same special effect, so make use of it.

▼Stat growth tendencies

	HP	Attack	Defense	Magic Attack	Magic Defense	Accuracy	Round Counter
Level 1	672	128	128	167	87	64	140
Level 50	1872	265	265	346	180	133	298
Level 100	2787	369	369	482	250	185	420
Level 150	3537	455	455	593	308	228	521
Level 200	4287	540	540	704	365	271	623

Arts Technique: Long Gun Technique

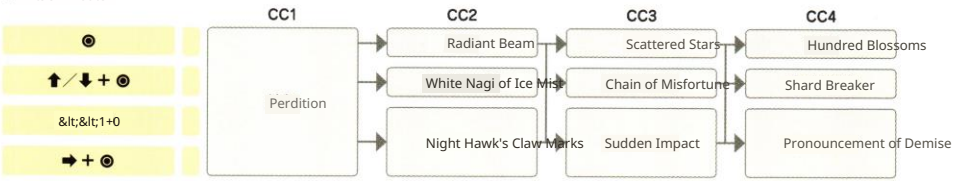
Perform ranged shooting using a gun concealed in the weapon. Pascal has high attack power and can fight effectively with Arts techniques, but because the attack range is narrow, it is basically a single-range target attack. Initiate attacks from a safe distance and deal damage through combos. It is also useful for interrupting enemies' spell chanting.

Recommended Arts Techniques

Shard Breaker

Reaches targets no matter how far away, delivering penetrating attacks that push enemies back while hitting repeatedly. Th

▼ Arts skill route



Burst Skill: Magic Circle Technique

Most are offensive arts that originate centered on the user, and a few supportive arts that raise allies' abilities are also learned. The offensive arts all have relatively short casting times given their power. It is not especially difficult to close the distance yourself, activate the art, and pull enemies into the attack range.

Recommended Techniques/Skills

Heat Red

A technique usable from the early game when CC is scarce; it has a wide attack range and knocks enemies caught in the flame

Combo Explanation — Combine "Sudden Impact" with offensive techniques

Pascal's combo inserts an offensive skill between rifle-technique chains to greatly increase damage and hit count. The key is how to use "Sudden Shock" to draw enemies into the skill's attack range. The combo's crux is to use "Spread" after "Sudden Shock." If you begin casting immediately after CC3 activates, you can land the first hit on enemies that move in front of you. Here, the combo...

Keep the momentum without letting it drop, immediately start a follow-up from "Ruten" and keep attacking as long as crowd control (CC) continues. In Combo 2, activate "Fearful Storm," then wait; once CC has recovered, begin the follow-up. You can also pull enemies in with "Sudden Shock" and loop follow-ups starting from "Fearful Storm." If you chain the combo without mistakes, you can unleash a Secret/Ultimate Art after more than 25 hits.

▼ Recommended combos

Combo 1 — Necessary CC: 10

Combo 2 — Necessary CC: 15

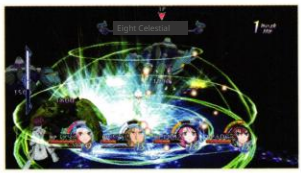
Accel Mode — Launch a guaranteed-to-hit attack protected by the formation

Round Shield

Required Title 22: Onee-chan Lover

Effect: ● Cast an arc magic circle. Allies within its area will always land their attacks, and incoming damage they receive
[Duration] Amount of the Accel Gauge × 20 seconds (10 seconds at 50%, 20 seconds at 100%)

Deploys an arc-shaped magic circle centered on the user. Allies within that area will always have their attacks hit, and damage they take will be greatly reduced. It is recommended to activate this in tough fights such as boss battles. From inside the arc circle, repeatedly unleash powerful offensive spells to greatly reduce the enemy's HP. The arc circle is not very large, so be careful not to be pushed out by enemy attacks.



Before activation, use "Magnetic Gate" to pull surrounding enemies in, then finish th[illegible] with "

Switch from Blue Charge to an advanced technique

For Pascal's offensive techniques, after learning certain skills you can during a Blue Charge, press a button to switch the chant into a higher-level technique. Each switchable technique belongs to one of three lineages, and the hierarchy among the three techniques is as shown below. As with skill transformations, techniques not set as Burst skills can also be activated. ▼Technique Transformation Routes

Use this during battles to increase the variety of techniques you can use. Note that switching to an advanced technique consumes 1 CC. For example, if you start the chant for "Wind Needle" and then activate "Grim Sylphie," the total CC cost will be 5: the CC consumed by "Wind Needle" plus two switches.

Wind Needle	Fearful Storm	Grim Sylph
Heat Red	Ignite Prison	Bradflamme
Spread	Maelstrom	Chiandim

技 Attack CC1
Luten
Perdition

Power 100 Hit Count 1 Critical 100 Casting Time

A strike technique using a weapon; the way the staff is swung changes based on the direction in
Only when the input is up or down, there is a chance to knock the enemy down.

習得 Enhancement Learned from the beginning

Note: Attack CC2
Kise
Radiant Beam

Power 170 Hit Count 1 Critical 120 Casting Time

Raise the staff and fire a bullet. The range is long and can reach a distance equivalent to three st
It staggers the opponent for a short time, making it easier to follow up with combos.

習得 Enhancement Learned from the start 82 Pride of Radiant

Note: Attack CC3
Seisan
Scattered Stars

Power 240 Hit Count 1 Critical 150 Casting Time

Fires bullets with explosive effects. On impact, stars scatter in all directions, and enemies hit by
As a wide-area attack, it is somewhat lacking in reliability.

習得 Enhancement Learned from the beginning 84 Pride of Scattered Stars 1/585 Soul of Stars 1/5

技 Attack CC4
Byakka
Hundred Blossoms

Power 390 Hit Count 10 Critical 200 Casting Time

Fires multiple lasers from the gun-staff. Because there is a short delay before the lasers are fired
chaining from "Chain of Misfortune" may sometimes interrupt the combo.

習得 Enhancement Learned from the beginning 86 Pride of Hyakka 1/587 Soul of Hyakka 1/5

技 Attack CC2
フ Rizing
White Nagi of Ice Mist

Power 180 Hit Count 2 Critical 120 Casting Time

Aims and fires ice bullets at enemies. Compared to the CC2 skill "Radiant Beam," its range is slig
shorter and it has one more hit. It's best to switch depending on the enemy's weak attribute.

Learn/Enhance 13 Mysterious Touch Girl 3 24 Apprentice Formation Artificer 345 Combo Fighter 388 Pride of Ice Mist 1/589 Soul of Ice Mist 1

技 Attack CC2
ホーク Nail
Night Hawk's Claw Marks

Power 200 Hit Count 3 Critical 120 Casting Time

A shooting technique that simultaneously fires bullets in three directions. The bullets that shoot
and cross in front. To achieve 3 hits, firing from point-blank range is reliable.

Learned Enhancement 4 Ruins Diver 325 Gun Formation Artificer 388 Pride of Ice Mist 390 Pride of Night Hawk 1/591 Soul of Night Hawk

技 Attack CC3
Gatling Evil
Chain of Misfortune

Power 250 Hit Count 5 Critical 150 Casting Time

Leaps backward while firing special bullets. The projectiles slow down on hit
and strike multiple times. Since linking into "Hyakka" tends to break combos, it is best to avoid it

Yukidoku Enhancement Youthful Girl 326 Advanced Array Technician 390 Pride of the Night Hawk 392 Pride

技 Attack CC3
Sudden Impact
Sudden Impact!

Power 260 Hit Count 1 Critical 150 Casting Time

Fires special bullets upward; the ricocheting shots hit enemies from behind
and pull them strongly toward the front. Link into "Hyakka" to follow up with a close-range laser a

習得 Enhancement 6 Painter Girl 3 27 Mastery Array Technician 392 Pride of Chain 394 Pride of Impact 1/5 95 Impact Soul 1/5

技 Attack CC4
Break Shoot
Shard Breaker

Power 330 Hit Count 6 Critical 200 Casting Time

Planting the staff and bracing, then unleashing a full-power penetrating laser
shot. The laser travels endlessly and can rack up many hits regardless of distance to the enemy.

Snow Obata 175 Daughter of the Anmalia Tribe 328 Super Array Technician 394 Pride of Impact 396 Pride of Stardust 1/597 Stardust Soul

Attack CC4

アルフィーネ

Pronouncement of Demise

Power 360 | Hit Count 4 | Critical 200 | Casting Time

Shoot a special bullet into the ground to make it erupt from beneath the target's feet and attack. It can hit enemies who are downed and forcibly make them stand.

Learn/Upgrade 8 Sister Bond 329 Ultra-Astonishing Rank Strategist 396 Pride of Stardust 398 Pride of Pronouncement 1/5 99 Soul of Pronou

Attack CC3

Wind Needle

Power 420 | Hit Count 2 | Critical 160 | Casting Time 1.33 seconds

Launch a wind blade at enemies to deal slashing damage. Its range is shorter compared to gunshot "Rotation" but it travels straight while piercing enemies.

Alert/Enhan Wandering Girl 124 Apprentice Strategist 1 102 Pride of Wind Blade 1/5 103 Soul of Wind Blade 1/5 114 Pride of Water Scatt

Attack CC4

Fearful Storm

Power 720 | Hit Count 8 | Critical 130 | Casting time 2.17 seconds

Generate a storm around yourself that lifts enemies within the area high into the air. After casting, charging and waiting, gathering enemies around you before activating is

Learn/Upgrade 11 Wind Summoner 526 Advanced Strategist 1 103 Soul of Wind Blade 3 104 Pride of Fear Storm 1/5 105 Soul of Fear 1/5

Attack CCB

Grim Sylph

Power 1100 | Hit Count 16 Critical 100 | Casting Time 3.50 seconds

Summons the emerald envoy Grim Sylph and knocks enemies into the air with wind blades. Becaus area is in front of you, wait for enemies to approach before activating.

Snow Gain Enh Modification 528 Super Arcanist 1105 Soul of the Tempest 3106 Pride of Swift Wind 1/5 107 Soul of Swift Wind 1/5

(II) Magical Attack CC3

Heat Red

Power 450 | Hit Count 1 | Critical 160 | Casting time 1.08 seconds

An array technique that generates a high-heat source around you, damaging enemies standing on Because the casting time is short, you can also move close to enemies and activate it yourself.

Learn/Enhan Wandering Girl 332 Split Second 1 102 Pride of Wind Blade 3 108 Pride of Scorch 1/5 109 Soul of Scorch 1/5

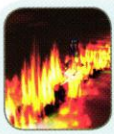
Attack CC4

Ignite Prison

Power 750 | Hit Count 5 | Critical 130 | Casting time 2.33 seconds

Creates a circular formation centered on yourself and scorches enemies in the area wi Because it pulls enemies in, it is also advantageous for following up with Arts techniques.

/Enhance 8 Sister Bond 520 Elemental Modification 3 109 Scorching Red Soul 3 110 Pride of the Kegai 1/5 111 Soul of the Kegai 1/5



Attack CC5

Bradflamme

Power 1000 | Hit Count 9 | Critical 100 | Casting Time 4.67 second

Manifest the twin pillars of crimson flame, Bladflamme, and launch a straight stream of fire forward to attack. It has long range and piercing properties, making it va as a r

Learned St 13 Flame Summoner 347 Combo Master 5 111 Soul of the Kegai 3 112 Pride of the Burnt Ash 1/5 113 Soul of the Burnt Ash 1/5

Electric At k CC3

Spread

Power 460 | Hit Count 4 | Critical 160 | Casting Time 0.83 seconds

Eject a large jet of water directly ahead, using the water pressure to lift enemies. Its reach is about the same as "Ruten", and because its cast time is short, it can be used a

Enhancement 3 Mysteries of Quadruple Formation Magic 5 108 Crimson Pride 3 114 Water-Scattering Pride 1/5 115 Water-Scattering So

(2) Attack CC4

Maelstrom

Power 750 | Hit Count 6 | Critical 130 | Casting time 2.33 seconds

Summons a great vortex and attacks by pulling in everything around the user. Similar to "Fearful Storm", but this one has a slightly larger attack range.

Alert Gain Enhancement 27 Mastery Tactician 146 Combo Huhter 3 115 Soul of Water Scattering 3 116 Pride of the Maelstrom 1/5 117 Soul

術 Attack SSB

Cyan Deem

Power 1200 Hit Count 2 Critical 100 Casting time 3.17 seconds

Summons Cyan Deem, Maiden of the Azure Sea, and detonates water strikes in a cross pattern. If activated while adjacent to an enemy, the first hit launches them high into

習得 Enhancement 17 Logical Daughter 3 81 Bin Hanya 5 117 Soul of the Great Whirlpool 3 118 Pride of the Azure Spear 1/5 119 Soul of

術 Attack CC3

Trinity Bit

Power 400 Hit Count 3 Critical 50 Casting Time 1.25 seconds

Summons three colored light orbs that orbit around the user. If an enemy touches an orb, it takes damage. The orbs disappear after 6 seconds from appearance or when

Learn/Enhance 7 Amarutia Tribe Maiden 154 Item Getter 380 Pilferer 3 120 Three-Grain Pride 1/5 121 Three-Grain Soul 1/5

術 Auxiliary CC4

Assault Sign

—

Power – Hit Count – Critical – Casting Time 1.00 seconds

Increases the attack power of yourself and allies within the effect area by 25%. The effect lasts 15 seconds. Because the effect area is wide and the casting time is short,

Aidd Enhancement 4 Ruins Diver 525 Gun Formation Tactician 1 122 Pride of the Attack Formation 1/5 123 Soul of the Attack Formation 1

術 Auxiliary CC4

Rampart Sign

—

Power – Hit Count – Critical – Casting Time 1.00 seconds

Increases the defense of allies within the effect area, including yourself, by 25% for 15 seconds. This technique is mainly useful in battles against enemies that rely on physi

習得 Enhancement 5 Youth Maiden 135 Skill Beginner 1 123 Attack Formation Soul 3 124 Defense Formation Pride 1/5 125 Defense Form

術 Attack CC5

Shine Field

+8F

Power 500 Hit Count 3 Critical 50 Casting time 3.83 seconds

Restores 25% HP to allies within the technique's effective range and deals damage to enemies. If used on allies engaged in combat, it can provide support both offensively

Learn/Enhance 9 Light Long-Rank Soldier 3 10 Entrusted Sister 1 15 People of Fendel 3 126 Pride of Dazzling Light 1/5 127 Soul of Dazzlin

術 Auxiliary CC4

Reinforce

Power 200 Hit Count 4 Critical 30 Casting Time

For 20 seconds after the technique is activated, an infernal shockwave is added to "Ruten" (Flux). Also, if you use this technique while that effect is active, it becomes a sla

習得 Enhance 42 Critical Color 572 Town Celebrity 1 128 Pride of Blessing 1/5 129 Soul of Blessing 1/5 131 Soul of Magnetic Field 3

術 Attack CC3

Magnetic Gate

Power 150 Hit Count 2 Critical 50 Casting time 2.67 seconds

Creates a gigantic magic circle that damages enemies standing on it while pulling them toward you. Follow up by chasing down enemies gathered by Arts techniques or of

Learn/Enhance 52 Trait: Older Sister 1 60 Dresser 1 129 Soul of Blessing 3 130 Pride of Magnetic Field 1/5 131 Soul of Magnetic Field 1/5

術 Attack CC6

Dream Fandam

800+

Power 1000 Hit Count 32 Critical 200 Casting Time 5.33 seconds

Summon the Mechasophia and attack with two types of weapons. The first missile has a short range, and the laser disperses, making it hard to hit. Use it on large enemies.

Learn/Enhance 14 Mad Unmaltia 130 Ultra Eagle-class Formation Artificer 5 132 Pride Full of Dreams 1/5 133 Soul Full of Dreams 1/5 137

Note: Attack CC3

Flux Form

Supersonic Master

Power 200 Hit Count 1 Critical 175 Casting Time

Activated by holding the C button during a CC3 arts technique. Mounts the weapon's long gun and charges at high speed. Can also be used to escape when surrounded by

Acquire/Enhance 21 Normal Pascal 180 Pilferer 584 Star Enemy's Pride 3100 Supersonic Pride 1/5 101 Supersonic Soul 1/5

(B) F ower Attack C

Eight Celestial

Power 1500 Hit Count 1 Critical 240 Casting Time 20 seconds

Expands a formation centered on the user and strikes surrounding enemies with shockwaves that disperse in eight directions. The casting takes a little time but the power is hig

Enhancement 22 Onee-chan-lover 5 126 Pride of Light 3 134 Hachiga's Pride 1/5 135 Hachiga's Soul 1/5

Lv1

G. Sword Cross

Power 2000 hit count 2 Critical – Casting Time

Charges at the target together with Grim Sylphie and slashes while crossing paths. The slashing range is surprisingly wide and can hit enemies around the target.

Learned Enhancement 11 Wind Summoner

Lv2

S. Exceed

Power 3500 Hit Count 10 Critical – Casting Time

Summon a Cyndeum and attack simultaneously, piercing enemies with a massive laser. The laser is wide; it engulfs all enemies in front of it.

Learn/Enhan 12 Aqua Summoner 559 Mastery-chan 5

Lv3

B • Assault

Power 5000 Hit Count 22 Critical – Casting Time

Bradflamme repeatedly punches and unleashes a powerful uppercut. He follows up on the highly l enemy, slamming them into the ground and generating a wide shockwave.

Learn/Enhan 13 Flame Summoner 931 Super Ao-Ao-Class Formation Mage S5

Lv4

Dream Strikers

Power 2500 Hit Count 17 Critical – Recording/Cast Time

Summons the Mecha Asbel Kai and charges forward while firing missiles in rapid succession. The m only hit the target, but the final explosion spreads widely.

Learn/Enhanced 23 Pastel Pascal 3

That character makes a cameo!

Pascal mounts the Mecha Asbel Kai that descended from the sky and rams into the target in "Dream Strikers." The flashy presentation of this Axel Secret Art contains a little extra surprise. After activating the Secret Art, before the final huge explosion, the bo

Press the tan button 50 times and Sophie and Mecha-Sophie will appear in the last cut. There are no conditions other than repeatedly pressing the button, and even if successful there is no change to power or hit count. Nevertheless, Sophie saluting against the backdrop c

Right after activating the S Technique, start rapid tapping. The time limit isn't that long, so succeeding is quite difficult.

Sophie and Mecha-Sophie praise the brave efforts of comrades who fell on the battlefield. A pl

Pascal's Title

1 Wandering Girl
Acquired Initially p
Effect: Evasion +4(→6)%

★1 ◆Wind Needle / Cast Time Reduction +4%		★2 Evasion +3
★3 ◆Heat Red / Cast Time Reduction +4%		★4 Evasion +5
★5 Parry Heal / HP Recovery on Evade +3%		MASTER! Required 1200

□2 Engineer
Acquired Initially possessed
Effect: Defense +4(→6)%

★1 Vital / Max HP +40		★2 Magic Defense +3
★3 Stun / When Arts first hit an enemy that is incapacitated, CC Reference +1		★4 Magic Defense +5
★5 Kurimaxima / Critical +1 against enemies with maximum HP		MASTER! Required 2400

■3 Mysterious Touch Girl
Acquired Initially
Effect: Attack Power +4 (→6)%

★1 ◆ Spread / Casting Time Reduction +4%		★2 Defense +3
★3 ◆ Shiranagi of the Ice Mist / Damage +5%		★4 Defense +5
★5 Exceed/Max CC +1		MASTER! Required SP 2000

■4 Ruins Diver
Acquis Obtained at No. 046 (→
Effect: Magic Attack Power +4(→6)%

★1 Vital / Max HP +40		★2 Evasion +4
★3 ◆ Night Hawk's Claw Marks / Damage +5%		★4 Evasion +6
★5 ◆ Assault Sign / Duration Increase +20%		MASTER! Necessary SP 3800

05 Youth Maiden
Acquisi No.06B (→P246) obtained
Effect Magic defense +4 (→6)%

★1 ◆ Rampart Sign / Duration Increase +20%		★2 Defense +5
★3 ◆ Chain of Misfortune / Damage +5%		★4 Defense +8
★5 Rise/Minimum CC+1		MASTER! Required SP 6000

■ Painter Maiden
Acquis No.080 (→P259) obtained
Effect Hit rate +4(→6)%

★1 Criticalize / Critical +1 against enemies with "Paralysis"		★2 Defense +6
★3 ◆ Sudden Shock / Damage +5%		★4 Defense +9
★5 Shield / While casting spells, 15% chance to gain Stardust		MASTER! Required SP 9800

7 Unmälchi Tribe Maiden
Acquis No.099 (→P274) obtained
Effect Max HP +10(→20)%

★1 ◆Trinity Bit / Cast time reduction +4%		★2 Hit +6
★3 ◆ Stardust Breaker / Damage +5%		★4 Hit +9
★5 Vital / Max HP +40		"MASTER! Required SP 9800

■8 Sister Bond
Acquired at No. 136 (→P306)
Effect Hit +8 (10)%→

★1 Christone / Critical +1 against "Petrified" enemies		★2 Defense +6
★3 ◆ Pronouncement of Doom / Damage +5%		★4 Defense +9
★5 ◆ Ignite Prison / Cast time reduction +4%		"MASTER! Required SP 9800

■9 Light Stave Knight
Acquis Obtained at No.146 (→P312)
Effect: Removes the Violent Star Barrier on the first Dischaos "Violent Star" Damage

★1 Dischaos / "Rampage Star" Damage Reduction +5%		★2 Magic Attack +7
★3 ◆Shine Field / Cast time reduction +4%		★4 Magic Attack +11
★5 Dischaos / "Violent Star" Damage reduction +5%		"MASTER! Required SP 9800

10 Entrusted Younger Sister
Acquis Acquired at No. 155 (→P329)
Effect Magic Attack +8 (10)%

★1 ◆Shine Field / Spell Casting Time Reduction +4%		★2 Evasion +7
★3 Dischaos / "Violent Star" Damage Reduction +5%		★4 Evasion +11
★5 Shield / While casting spells, 15% chance to gain Stardust		MASTER! Required SP 9800

11 Wind Summoner
Obtain T22 "Bandit Subjugation" (P397)
Effect: Attack Power — Magic Attack +3 (→4)%

★1 ◆ G-Sword Cross / Activates while in Eles Rise and during a combo		★2 Magic Attack +3
★3 Prebend / Damage Reduction While Defending +3%		★4 Magic Attack +5
★5 ◆ Fearful Storm / Spell Casting Time Reduction +4%		MASTER! Required SP 7200

12 Aqua Summoner
Acquired: T29 "Secrets of the Magical Research Club" (P400)
Effect: Attack Power · Magic Attack +4(→5)%

★1 Vital / Max HP +40		★2 Attack +4
★3 Vital / Max HP +40		★4 Attack +6
★5 Activated during 5 S・Exceed/Elesrise while linked		MASTER! Required SP 9800

■13 Flame Summoner
Acquired: @T41 "Mimic Monsters" (→P403)
Effect: Attack Power · Magic Attack +5(→6)%

★1 Prebend / Damage reduction when defending +3%		★2 Attack +6
★3 ◆Bladflam / Cast time reduction +4%		★4 Magic Attack +9
★5 ◆B Assault / Activated during Elesrise and while linked		MASTER! Required SP 10500

14 Mad Anmalthia
Acquired from T66 "The Last of the Humanoids" (→P417)
Effect: Step distance +40(→60)%

★1 ◆Dream Fandam / Cast time reduction +4%		★2 Evasion +5
★3 Vigil / Recover 20% HP after 1 minute has passed		★4 Evasion +8
★5 Sub-EX / When not participating in battle, EXP gain +10%		MASTER! Required SP 12600

■15 People of Fendell
Acquired from T44 "Pascal and the Spy" (→P404)
Effect: Gummy recovery amount during battle +6(→8)%

★1 Christone / Critical +1 against "Petrified" enemies		★2 Attack +7
★3 ◆Shine Field / Cast time reduction +4%		★4 Attack +11
★5 Wraith Speed / While in Ares Rise, Movement Speed +25%		MASTER! Required SP 15800

■16 Female Carta

Acquisition: Obtained with T58 "Magic Carta" (→P409)
Effect: In battle, gummy recovery amount +5 (→10%)

★1	Vital / Max HP +40	★1 Attack +6
★3	Vivade / After 1 minute, perfect evasion for 4 seconds	★4 Attack +9
★5	While in Race Speed / Eles Rise, movement speed	MASTER! Required SP 2000

17 Logical One Daughter

Obtained with T62 "Shot Cube" (→P415) 3
Effect: In battle, gummy recovery amount +6 (→12%)

★1	Vital / Max HP +40	※2 Defense +6
	◀ Cyan Deem / Casting time reduction +4%	★4 Defense +9
★5	Wraith Speed / While in Ares Rise, Movement Speed +10%	MASTER! Required SP 3500

18 Free Her

Acquisition: Obtained with T28 "Free Her" (→P399)
Effect: While costume is changed, recover HP every 2 seconds

★1	Climax/Critical +1 against enemy with highest HP	★2 Evasion +7
★3	Costume/Enables outfit change	★4 Evasion +11
★5	Wraith Speed / While in Ares Rise, Movement Speed +10%	MASTER! Required SP 8000

■19 Diver in Water

Acquisition: T69 "Swimsuit Theft" (→P418) obtained
Effect: While costume change is active, recover HP every 2 seconds

★1	Holy / HP Auto-Recovery +5	★2 Defense +7
★3	Costume / Allows outfit change	★4 Magic Defense +11
★5	Absorb / Recover HP on Hit +4	"MASTER! Required SP 6500

20 Elemental Modific

Acquired Purchase from a Telos Asty humanoid
Effect: Stun duration reduced to 3/4 (1/2)

★1	Vitality/Max HP +40	★2 Defense +6
★3	◀ Ignite Prison / Casting time -4%	★4 Defense +9
★5	◀ Grim Sylph / Casting time -4%	"MASTER! Required SP 8800

21 Normal Pascal

Acquisition: Obtained at No.178 (→P348)
Effect: Attack power & magic attack +5(→7)%

★1	◀ Sonic Guide / Damage +5%	★2 Attack +5
★3	Vital / Max HP +40	★4 Attack +8
★5	Stun / When Arts first hit an enemy that is incapacitated, CC recovery +1	MASTER! Required SP 24000

22 Daddy's Girl

Acquisition: Obtained at No.178 (→P348)
Effect: Accel gauge fill rate while defending ×1.3 (→1.5)

★1	Axel / Activate Axel Mode when Axel Gauge is 50% or higher	★2 Defense +5
★3	Stun / When an enemy who is stunned is hit by the first hit of an Arts skill, CC recovery +1	★4 Defense +8
★5	◀ Light Celestial / Casting time -4%	"MASTER! Required SP 36000

■23 Pastel Pascal

Acquisition: 178 Acquired with "Mecha Asbel Kai" (→P420)
Effect: "Hourglass" effect duration ×1.5 (-2)

★1	When the first hit of an Art skill strikes an enemy who is stunned/knocked out, CC recovery +1	★2 Attack Power +5
★3	◀ Triggers during Dream Strikers/100% Accel Mode	★4 Attack Power +8
★5	Exceed/Max CC +1	MASTER! Required SP 36000

24 Apprentice Formation Mage

Acquired Obtained at Level 10
Effect: Defense and Magic Defense +3 (→4)%

★1	◆Wind Needle/Cast time reduction +4%	★2 Attack +3
★3	◀ White Nagi of Frost Mist/Damage +5%	★4 Magic Attack +5
★5	◀ Spread/Cast time reduction +4%	"MASTER! Required SP 3000

■25 Gen Formation Mage

Acquisition Obtained at level 20
Effect Hit Rate & Evasion +3(4)%

★1	◆Assault Sign / Effect Duration +20%	★2 Defense +3
3	◆Night Hawk's Claw / Damage +5%	★4 Defense +5
★5	During Ray Burst/Eles Rise, magical attack power +5%	MASTER! Required SP 6000

■26 Senior Formation Mag

Acquisition Obtained at level 30
Effect Defense & Magic Defense +4 (5)%

1	◆Fearful Storm / Casting Time Reduction +4%	★2 Magic Attack +4
3	◆Chain of Misfortune / Damage +5%	★4 Magic Attack +6
5	Vital / Max HP +40	MASTER! Required SP 9000

27 Mastery: Formation Mage

Acquired Obtained at level 40
Effect Hit & Evasion +4(5)%

★1	◀ Maelstrom / Casting Time Reduction +4%	★2 Attack +5
★3	◀ Sudden Shock / Damage +5%	★4 Magic Attack +8
★5	During Ray Burst/Eles Rise, magical attack power +5%	MASTER! Required SP 12000

■28 Super Formation Mage

Acquired: Acquired at Level 50
Effect: Defense and Magic Defense +5(→6)%

★1	◆Grim Sylph / Casting Time Reduction +4%	★2 Defense +6
★3	Silvershard Breaker / Damage +5%	Defense +9
★5	During Ray Burst/Eles Rise, magical attack power +5%	MASTER! Required SP 15000

■29 Super-Driving Grade Formation Artificer

Acquired Obtained at level 80
Effect Hit Rate・Evasion +5(→6)%

1	Shield / While casting spells, 15% chance to gain Steel Body	★2 Defense +7
★3	◀ Declaration of Doom / Damage +5%	4 Defense +11
★5	During Ray Burst/Eles Rise, magical attack power +5%	MASTER! Required SP 24000

■30 Superlative Gale Grade Formation Artificer

Acquisition: Acquired at Level 100
Effect: Defense & Magic Defense +6 (8)%

★1	Disinsect / Damage reduction vs. "Insects" +5%	★2 Defense +7
3	Sub-Mastery / When not participating in battle, SP gained	Defense +11
★5	◀ Dream Fandom / Casting Time Reduction +4%	"MASTER! Required SP 36000

Pascal's Title

31 Superlative Gagag-class Formation Sorcerer S

Acquisition: Obtained at level 200

Effect: Hit Rate / Evasion +5 (8)%

★1 Vital / Max HP +40
★3 Vital / Max HP +40
★5 ◆B Assault / Activates during combo when 75 or more hits

2 Attack +7
★4 Attack Power +11
MASTER! Required SP 60000

■32 Split Second

Acquisition Finish a battle within 10 seconds 10 times

Effect Combat movement speed +10(→15)%

★1 ◆Heat Red / Casting time reduction +4%
★3 Climaxia / Critical +1 against the enemy with highest HP
★5 Privend / Damage Reduction When Defending +3%

★2 Evasion +3
4 Evasion +5
MASTER! Required SP 4500

■33 Wild Lady

Acquisition Defeat 1

Effect: Recover CC +2 (→3) when defeating an enemy

★1 Dischic/ Reduces "Debuff" effects by 5%
★3 Dis Machine / "Machine" Damage Reduction +5%
★5 Privend / Damage Reduction When Defending +3%

2 Evasion +3
★4 Evasion +5
MASTER! Required SP 4800

■34 Valkyrie

Acquisition Defeat 1000 enemies

Effect CC recovery on enemy defeat +3(→4)

★1 Dischic/ Reduces "Debuff" effects by 5%
★3 Disdevil / "Yoma" Damage Reduction +5%
★5 Privend / Damage Reduction When Defending +3%

2 Evasion +6
4 Evasion +9
MASTER! Required SP 15000

■35 Skill Beginner

Acquisition: Use CC2 arts/techniques 300 times

Effect: Consecutive critical rate increases by 10 (20)%

★1 ◆Rampart Sign / Effect Duration +20%
※3 Re-Rise / Ele-Rise: CC +1
5 Heal / Ele-Rise: HP Recovery +30

2 Attack Power +3
4 Attack +5
MASTER! Required SP 5400

36 Skill Expert

Use CC3 techniques 750 times

Effect: Continuous critical rate increases by 15 (25)%

1 Vitality/Max HP +40
★3 When Raylize/Ereslize, CC increase +1
5 Ray Heal / Restores +30 HP when Eles Rise

2 Attack Power +5
★4 Attack +8
MASTER! Required SP 12000

37 Skill Master

Acquisition: Use CC4術/skill 1500 times

Effect: Consecutive Critical Rate increases by 20 (→30)%

★1 Vital / Max HP +40
★3 When Re-Rise / Ele-Rise: CC +1
5 Heal / Ele-Rise: HP Recovery +30

2 Attack +7
4 Attack +11
MASTER! Required SP 24000

□38 Sniper

Obtain: Use Arts skills 1000 times

Effect: Critical rate of Arts techniques increased by 10 (→20)%

1 Breath / Healing Arts Effect +4%
★3 Disrupt / "Reptile" Damage Reduction +5%
Level up, SP gained becomes 1.5×

2 Attack +4
4 Attack +6
MASTER! Required SP 6600

39 High Sniper

Acquisition: Use arts skills 10,000 times

Effect: Arts skills' critical rate increases by 15 (25)% 5 Critical / Critical Damage +10%

1 Breath / Healing Arts Effect +4%
★3 Disrupt / "Reptile" Damage Reduction +5%

2 Attack +7
★4 Attack +11
MASTER! Required SP 25500

■40 Summoner

Acquire: Use Burst skills 750 times

Effect: Burst skills' critical rate increases by 10 (20)%

1 Holy / HP Auto-Recovery +5
3 Breath / Healing Magic Effect +4%
5 Enchant / Duration of buff effects +20%

2 Magic Attack +4
4 Magic Attack +6
MASTER! Required SP 7800

■41 High Summoner

Acquire: Use Burst skills 7,500 times

Effect: Critical rate of Burst Skills increases by 15 (25)%

1 Holy / HP Auto-Recovery +5
★3 Vital/ Max HP +40
5 Enchant / Increase Effect Duration +20%

2 Magic Attack +7
*4 Magic Attack +11
[MASTER! Required SP 28500]

■42 Critical Color

Acquire: Land 50 critical hits

Effect: On defeating an enemy, Ares Gauge increases by 200 (300)

1 Vitality/Max HP +40
3 Disinsect / "Insect" damage reduction +5%
5 ◆Recover / Effect duration +20%

2 Accuracy +3
4 Accuracy +5
MASTER! Required SP 4500

43 Criticalist

Acquire: Land 300 critical hits

Effect: When defeating an enemy, Eres Gauge increases by 300 (→450). 5 KriMaxima / Critical +1 against the enemy with the highest HP

★1 : Disrupt / "Reptile" damage reduction +5%
★3 Dismachine / "Machine" damage reduction +5%

2 Hit +5
4 Hit +8
MASTER! Required SP 6600

44 Critical Senior

Unlock: Land 1,500 critical hits

Effect: When defeating an enemy, Ares Gauge increases by 400 (→600)

★1 Disdevil / Damage reduction vs. "Demons" +5%
★3 Dis Chaos / "Star" Damage Reduction +5%
5 Recover / When leveling up

2 Accuracy +7
4 Accuracy +11
MASTER! Required SP 24000

45 Combo Fighter

Obtain: Defeat enemies 10 times with combos of 15 hits or more

Effect: Critical rate increases with 15 (10) or more hits

★1 Absorb / Recover HP on hit +4
★3 Hit Chromatic / Damage +5%
5 Critical / Critical Damage +10%

2 Accuracy +3
4 Accuracy +5
MASTER! Required SP 4200

46 Combo Hunter
Defeat enemies 7 times with a combo of 30 hits or more
Effect: 130 (→20) Increase critical rate by 5 when achieving 20 or more hits

★1 Absorb / Recover HP on hit +4
★3 Maelstrom / Casting Time Reduction +4%
5 Critical / Critical Damage +10%
2 Hit +5
★4 Accuracy +8
MASTER! Required 9000

47 Combo Master
Achievement: Defeat enemies 5 times with combos of 50 hits or more
Effect: 50 (→25) Increase critical rate by 5 when achieving 25 or more hits ◆Bladflamme / Cast time reduction +4%

1 Critical / Critical Damage +10%
3 Rise / Minimum CC +1
2 Hit +6
★4 Accuracy +9
MASTER! Required 15000

48 Combo Queen
Obtain: Defeat enemies 3 times with a combo of 100 hits or more
Effect: Critical rate increases after 100 (50) hits or more

★1 Absorb / Recover HP on hit +4
3 Critical / Critical Damage +10%
5 Hit+ / On level up, Accuracy +1
2 Accuracy +7
★4 Accuracy +11
"MASTER! Required 30000

49 Dual Smasher
Obtain: Defeat enemies simultaneously 10 times, with 2 or more enemies
Effect: Restore CC +2 (-4) when an enemy is defeated

★1 Vital / Max HP +40
3 Breath / Healing Arts Effect +4%
5 Enchant/Increase: Effect duration of buffs increased by 20%
★2 Attack Power +4
4 Attack +6
MASTER! Required 7500

50 Force Smasher
Obtain: Defeat enemies simultaneously 20 times, with 4 or more enemies
Effect: Restore CC +4 (→6) when an enemy is defeated

1 Vitality/Max HP +40
3 Breath / Healing Magic Effect +4%
5 Enchant / Increase Effect Duration +20%
※2 Attack Power +5
4 Attack Power +8
"MASTER! Required 12000

51 Trait: Big Sis (No-nonsense Sister)
Obtain: Land 100 hits with attacks that exploit weakness traits
Effect: Grants an effective trait for "Machine"

★1 Disinsect / "Insect" Damage Reduction +5%
3 Disrupt/"Reptile" Damage reduction +5%
5 Dismachine/"Machine" Damage reduction +5%
★2 Magic Defense +4
4 Magic Defense +6
MASTER! Required 6000

52 Trait: Older Sister
Obtain: Land 750 hits with attacks that exploit weakness traits
Effect: Grants an effective trait for "Amorphous"

★1 Magnetic Gate/Skill cast time reduction +4%
3 Disinsect/ "Insect" Damage reduction +5%
5 Disdevil/ "Fiend" Damage reduction +5%
Magic Defense +5 (Rank 2)
4 Magic Defense +8
MASTER! Required 10500

■53 Trait Elder
Acquire: Land 10,000 hits with attacks exploiting weaknesses
Effect: Grants the active trait "Yoma" (Demon)

★1 Disdevil / "Yoma" Damage Reduction +5%
3 Dischaos / "Bousei" Damage Reduction +5%
5 Resist+ / +1 Magic Defense on level up
★2 Magic Defense +6
4 Magic Defense +9
"MASTER! Required 28500

■54 Item Getter
Acquire: Gain more than 40 items from a battle victory
Effect: Each enemy defeat increases item drop rate by 4 (8)%

★1 Survivor / Item time limit reduction +8%
3 Trinity Bit / Cast time reduction +4%
5 Life Gain+/ 40% HP on revival with Life Bottle
★2 Defense +4
4 Defense +6
"MASTER! Required 8100

55 Item Beauty
Acquisition: When a combat victory yields more than 200 obtained items
Effect: Each time an enemy is defeated, item acquisition rate increases by 6 (10)%

★1 Vital / Max HP +40
3 Survivor/Item time limit reduction +8%
5 On revival with Life Bottle HP +10%
2 Attack +5
★4 Magic Attack +8
MASTER! Required 9000

56 Item Fragrance
Acquire: Gain more than 1,000 items from a battle victory
Effect: Each enemy defeat increases item drop rate by 8 (16)%

1 Survivor / Item time limit reduction +8%
3 On revival from Life Gain/Life Bottle HP +10%
5 Defense+/ When leveling up, Defense +1
2 Magic Attack +7
4 Magic Attack +11
"MASTER! Required 36000

57 Mastery-san
Obtain: Master 5 different titles
Effect: CC cap +1 (Z)

1 Fipulipen / When near death, damage reduction +10%
3 Felicity/When near death, Critical Rate +25%
5 Exceed/Max CC +1
Magic Attack +4
4 Magic Attack +6
MASTER! Required 9000

58 Mastery-sama
Obtain: Master 40 different titles
If CC max +2 (→3)

★1 Criparize/Critical +1 against enemies with "Paralysis"
★3 Ficrity / When near death, Critical Rate +25%
5 Rise/Minimum CC+1
★2 Magic Defense +5
4 Magic Defense +8
"MASTER! Required 3500

59 Mastery-chan
Obtain: Master 80 different titles
Effect: CC max +3 (→4)

1 Vital / Max HP +40
3 Vital / Max HP +40
5 ◆S Exceed / Activates during a chain with 50 or more hits
2 Technique Defense +7
★4 Magic Defense +11
MASTER! Required 52500

□60 Dresser
Acquire: Learn 30 different skills
Effect: Reduces damage of 30 (60) or less to one-tenth

1 Magnetic Gate / Casting time reduction +4%
★3 Fispel / When near death, casting speed +10%
5 Enchant / Increase Effect Duration +20%
★2 Magic Defense +4
★4 Magic Defense +6
"MASTER! Required 7200

Pascal's Title

■61 Good Dresser
Acquire: Learn 150 different skills
If Does not flinch from damage of 20→40 or less

★1 Vitality/Max HP +40
★3 Fispel / When near death, casting speed +10%
★5 Sword Cross / Activates during a chain with 25 or more hits
★2 Defense +5
★4 Defense +8
MASTER! Required 8000

■62 Beauty Dresser
Acquisi Learn 350 types of skills
Reduce damage of 1000 (→800) or higher by half

★1 Cristone / Critical +1 against enemies with "Petrify"
★3 Criparize / Critical +1 against enemies with "Paralysis"
★5 Exceed / Max CC +1
★2 Defense +7
★4 Defense +11
MASTER! Required 30000

63 The Seeker
Acquisi Win 50 battles controlling Pascal
Effect: Secret Technique damage increases by 20 (→40)%

★1 Charge+ / When casting charge is 1 second or more, "Red Charge" occurs
★3 Recovery / During knock back, press a button to perform an aerial recovery
Max CC +1
★4 Defense +8
"MASTER! Required 7200

64 Formacist
Obtain: Fill 10 or more entries in the Dualize Book
Effect: Ally Ares Gauge increase rate +10 (→20)% up 5 Sub Heal / When not participating in battle, recover HP +3% after battle

Disinsect / Damage reduction against "Insect" +5%
Distone / Reduce "Petrify" effect +5%
★2 Defense +3
★4 Defense +5
MASTER! Required 6000

65 Creator
Acquire: Fill in 30 or more entries in the Dualize Book
Effect: Increases allied Ares Gauge growth rate by 20 (→30%) / Sub Heal / When not participating in battle: recover HP +3% after battle

★1 Disrupt / "Reptile": Damage reduction +5%
Day Recover / While Ares Rise active: recover from abnormal status
★2 Defense +5
Defense +8
MASTER! Required 8000

66 Alchemist
Acquire: Fill in 60 or more entries in the Dualize Book
Effect: Increase allies' Ares Gauge growth rate by 30 (→40)%

★1 Dis Machine / "Machine": Damage reduction +5%
★3 Berry Heal / On evasion: recover HP +3%
★5 Sub Heal / When not participating in battle, recover HP +3% after battle
★2 Defense +6
★4 Defense +9
MASTER! Required 8000

■ 67 Dualizer
Obtain: Fill in 98 or more items in the Dualize Book
Effect: Increase allied Eles Gauge growth rate by 40% (→50%)

★1 Dis Devil / "Yoma": Damage reduction +5%
Vital: Max HP +40
Sub Heal / When not participating in battle, recover HP +3% after battle
★2 Defense +7
★4 Defense +11
MASTER! Required 8000

■68 Treasure Seeker
Obtain: Number of discover
Effect: Enemies' Eles Gauge increase rate down by 20 (→40)%

1 Crit Defen / Critical +1 against enemies with lowered defense
3 Crit Resist / Critical +1 against enemies with lowered magic defense
5 EXP / When not participating in battle, experience gained +10%
★2 Magic Defense +3
★4 Magic Defense +5
MASTER! Required 6000

■69 Treasure Searcher
Obtain: Number of discovere
Effect: Reduces enemy Eres gauge increase rate by 20 (30)%

★1 Crit Defen / Critical +1 against enemies with lowered defense
3 Ray Life / Revive upon Elres Rise
5 [illegible] / When not participating in battle, experience gained +10%
★2 Defense +5
★4 Magic Defense +8
MASTER! Required 8000

■70 Treasure Broker
Obtain: Number of discovere
Effect: Reduces enemy Eres gauge increase rate by 30 (→40)%

★1 Crit Resist / Critical +1 against enemies with lowered magic defense
★3 Vital / Max HP +40
★5 Sub EXP / When not participating in battle, EXP gain +10%
Defense +6
★4 Defense +9
MASTER! Required 8000

71 Trege Nocide
Acquisition: Number of disco
Effect: Enemy Eres Gauge increase rate down by 40 (→50)%

1 Crit Defend / Critical +1 against enemies with decreased defense
3 Crit Resist / Critical +1 against enemies with lowered magic defense
5 Sub Ex / When not participating in combat, experience gained +10%
★2 Magic Defense +7
★4 Magic Defense +11
MASTER! Required 10000

72 Town Celebrity
Acquisition: Number of people spoken to reaches 100
Effect: Reduces damage of 30(→60) or less to one-tenth

1 Reinforce / Effect duration +20%
3 [illegible] / Item Time Limit Reduced +8%
5 Sub-Mastery / When not participating in combat, SP gained +10%
★2 Evasion +7
★4 Evasion +11
MASTER! Required 7500

■73 National Celeb
Acquisition: Number of people spoken to reaches 350
Effect: Does not flinch from damage of 20 (→40) or less

1 Vilica Bar / Recover status ailment after 1 minute has passed
3 Survivor / Item time limit reduction +8%
5 [illegible]mastery / When not participating in battle, SP gained +10%
★2 Evasion +4
★4 Evasion +6
MASTER! Required 15000

74 Pascal of the World
Acquired: Number of people spoken to reaches 600
Effect: Reduces damage of 1000 (800) or more by half

★1 Vital / Max HP +40
3 Life Gain / +10% HP when revived by Life Bottle
5 Sub Mastery / When not participating in battle, SP gained +10%
★2 Evasion +6
★4 Evasion +9
MASTER! Required 22500

75 Banana Pie Specialist
Acquired: Cook the dish "Banana Pie" 10 times
Effect: After battle, 15 (30) % chance to make a "Banana Pie"

1 Vitality/Max HP +40
3 Revive with Life Gain/Life Bottle: HP +10%
5 [illegible] Max CC +1
★2 Defense +5
Defense +8
"MASTER! Required 7500

76 Freeze Guard
Acquire: Block 5 attacks of "Freeze"
Effect: Prevent "Freeze" (+CC recovery)

★1 Dislize / Reduce "Freeze" effect by 5%
★3 Reduces the Disfreeze/"Freeze" effect by +5%
★5 Reduces the Disfreeze/"Freeze" effect by +5% (5)

★2 Defense +3
★4 Defense +5
"MASTER! Required 4500

77 Stone Guard
Grants protection: Prevents 5 attacks that cause "Petrify"
External effect: Prevents "Petrify" (+CC recovery)

★1 Distone/"Petrify" effect reduced +5%
★3 Distone/"Petrify" effect reduced +5%
★5 Distone/"Petrify" effect reduced +5%

★2 Defense +3
★4 Defense +5
"MASTER! Required 6000

78 Slow Guard
Obtain: block the attack of "Slow" 5 times
Effect: Prevents "Slow" (+CC recovery)

★1 Redislow/"Slow" effect reduced +5%
★3 Redislow/"Slow" effect reduced +5%
★5 Redislow/"Slow" effect reduced +5%

★2 Defense +4
★4 Defense +6
MASTER! Required 7500

79 Weak Guard
Grants protection: Prevents 5 attacks that cause "Weaken"
Effect: Prevents "Weaken" (+CC recovery)

★1 Redissick/"Weaken" effect reduced +5%
★3 Redissick/"Weaken" effect reduced +5%
★5 Reduced "Deterioration"/"Debuff" effects by +5%

★2 Defense +4
★4 Defense +6
"MASTER! Required 9000

80 Kusunera
Obtain: Steal items from enemies 10 times
Effect: Steal success rate up 10 (→20)%

★1 Vital / Max HP +40
★3 ◆Trinity Bit / Cast Time Reduction +4%
★5 ◀ Sonic Mentor / Damage +5%

★2 Evasion +4
★4 Evasion +6
"MASTER! Required 6800

81 Pin Hanya—
Obtain: Steal items from enemies 200 times
Effect: Steal success rate up 15 (30)%

★1 Vital / Max HP +40
★3 Vital / Max HP +40
★5 ◆Cyan Deem / Cast Time Reduction +4%

★2 Evasion +6
★4 Evasion +9
"MASTER! Required 21000

82 Pride of Radiant Line
Obtain: Use "Radiant Line" 100 times
Effect: When damaged, hold the button to perform a low (◀ medium) probability counterattack

★1 Radiant Line / Critical Rate +15%
★3 Diseases / Reduces "Freeze" effect by +5%
★5 Radiant Line / Chance to recover HP

★2 Accuracy +3
★4 Accuracy +5
"MASTER! Required 3800

83 Radiant Line Soul
Obtain by using "Radiant Lin
When damage occurs, hold the button to counterattack with a low (◀ medium) probability

★1 ◆ Radiant Line / Critical Rate +15%
★3 Dislease / Reduce "Freeze" effect by 5%
★5 ◆Radiant Line / Certain chance to recover 1 CC

★2 Hit +5
★4 Hit +8
MASTER! Required 7200

84 Pride of Stardust
Obtain by using "Stardust" 100 times
Effect: When damage occurs, hold the button to counterattack with a low (◀ medium) probability

★1 ◆ Stardust / Critical Rate +15%
★3 Sonic Master/ Damage +5%
★5 ◆Stardispersal / Chance to recover HP

★2 Accuracy +4
★4 Accuracy +6
MASTER! Required 4200

85 Stardust Soul
Obtain by using "Stardust" 1000 times
Effect: When taking damage, hold the button to perform a low (◀ medium) chance counterattack.

★1 ◆Stardispersal / Critical Rate +15%
★3 Distone / Reduce "Petrification" effect by 5%
★5 ◆Stardispersal / Chance to recover HP

★2 Hit +6
★4 Hit +9
"MASTER! Required 7800

86 Pride of Hyakka
Acquis Use "Hyakka" 100 times
When dealing damage, hold button to perform a low (◀ medium) chance counterattack

★1 ◆Hyakka Critical Rate +15%
★3 Dislow / Reduce "Slow" effect by 5%
★5 ◆Hyakka / Chance to recover HP

★2 Hit +5
★4 Hit +8
"MASTER! Required 5100

87 Soul of Hyakka
Obtain by using "Hyakka" 1000 times
When dealing damage, hold button to perform a low (◀ medium) chance counterattack

★1 ◆Hyakka / Critical Rate +15%
★3 Dislow / Reduce "Slow" effect by 5%
★5 ◆Hyakka / Chance to recover 1 CC

★2 Accuracy +7
★4 Accuracy +11
"MASTER! Required 8700

88 Pride of Ice Mist
Acquis Use "Ice Mist Shirashi" 100 times
When dealing damage, hold button to perform a l

★1 ◆Ice Mist Shirashi / Critical Rate +15%
★3 ◆Night Hawk's Claw / Damage +5%
★5 Ice Mist Shirashi / Chance to recover HP

★2 Defense +3
★4 Defense +5
"MASTER! Required 4200

89 Soul of Ice Mist
Acquis Use "Ice Mist Shirashi" 1000 times
Effect When taking damage, hold the button to trigger a low (◆ medium) chance counterattack

★1 ◆Ice Mist Shirashi / Critical Rate +15%
★3 Pariheel / +3% HP recovery on evade
★5 Shiraki of Ice Mist / Recover 1 CC when HP is full

★2 Defense +3
★4 Defense +5
MASTER! SP Required 7800

90 Pride of the Night Hawk
Obtain: Use "Night Hawk's Claw
Effect: When damage occurs, hold the button to counterattack with a low (◀ medium) probability

★1 ◆Night Hawk's Claw Mark / +15% Critical Rate
★3 ◆Chain of Misfortune / Damage +5%
★5 Night Hawk's Claw Mark / Chance to recover HP

★2 Attack +3
★4 Attack +5
"MASTER! Required 5700

Pascal's Title

91 Soul of the Night Hawk	★1 ◆Night Hawk's Claw Mark / +15% Critical Rate	★2 Attack Power +3	
Obtain: Use "Night Hawk's Claw Mark" 1000 times	★3 Vital / Max HP +40	★4 Attack +5	
Effect: When taking damage, hold the button	★5 ◆Night Hawk's Claw Mark / Recover 1 CC when HP is full	MASTER! Required SP 9800	
92 Pride of the Chain	★1 ◆Chain of Misfortune / Critical Rate +15%	★2 Accuracy +4	
Obtain: Use "Chain of Misfortune" 100 times	★3 ◆Sudden Impact / Damage +5%	★4 Hit +6	
Effect: When damage occurs, hold the button to	★5 Chain of Misfortune / Chance to recover 1 CC when HP is full	MASTER! Required SP 7200	
93 Soul of the Chain	★1 ◆Chain of Misfortune / Critical Rate +15%	★2 Accuracy +4	
Obtain: Use "Chain of Misfortune"	★3 Vital / Max HP +40	★4 Hit +6	
Effect: When damaged, hold the button to perform	★5 ◆Chain of Misfortune / Ability to recover 1 CC when HP is fully restored	MASTER! Required SP 10800	
94 Pride of Impact	★1 ◆Sudden Impact/Critical Rate +15%	★2 Defense +5	
Obtain: Use "Sudden Impact" 10	★3 ◆Stardust Breaker/Damage +5%	★4 Defense +8	
When dealing damage, hold button to perform a low	★5 Sudden Impact / Chance to restore HP	MASTER! Required SP 8700	
95 Shock Soul	★1 ◆Sudden Impact / Critical Rate +15%	★2 Defense +5	
Obtain: Use "Sudden Impact" 100	★3 CriMaxima / +1 Critical against the enemy with the highest HP	★4 Defense +8	
Effect: When damage occurs, hold the button to	★5 Sudden Impact / Recover 1 CC when HP is fully restored	MASTER! Required SP 12800	
96 Stardust Pride	★1 ◆Stardust Breaker / Critical Rate +15%	★2 Attack +6	
Obtain: Use "Stardust Breaker" 100 times	★3 ◆Declaration of Doom / Damage +5%	★4 Attack +9	
Effect: When damaged, long-press the button to	★5 ◆Stardust Breaker / Chance to recover CC	"MASTER! Required SP 17700	
97 Stardust Soul	★1 ◆Stardust Breaker / Critical Rate +15%	★2 Attack +6	
Obtain by using "Stardust Breaker" 1000 times	★3 Vital / Max HP +40	★4 Attack +9	
Effect: When damaged, long-press the button to	★5 ◆Stardust Breaker / Chance to recover CC once	MASTER! Required SP 15800	
98 Pride of the Proclamation	★1 ◆Declaration of the End / Critical Rate +15%	★2 Defense +7	
Obtain by using "Declaration of the End" 100 times	★3 Holy / HP Auto-Recovery +5	★4 Defense +11	
Effect: When taking damage, hold the button to	★5 ◆Declaration of Demise / Chance to recover HP	MASTER! Required SP 14700	
99 Soul of the Proclamation	★1 ◆Declaration of Demise / Critical Rate +15%	★2 Defense +7	
Obtain by using "Declaration of th	★3 Vital / Max HP +40	★4 Defense +11	
Effect: When taking damage, hold the button to	★5 ◆Declaration of Demise / Chance to recover CC	MASTER! Required SP 18800	
100 Sonic Pride	★1 ◆Sonic Master / Critical Rate +15%	★2 Evasion +5	
Acquis Use "Sonic Master" 100 times	★3 Vital / Max HP +40	★4 Evasion +8	
Effect: Each time the button is pressed, cast time	★5 Sonic Master / Chance to Steal Items	MASTER! Required SP 10200	
101 Sonic Soul	★1 ◆Sonic Mentor / Critical Rate +15%	★2 Evasion +5	
Obtain: Use "Sonic Master" 100 times	★3 Vital / Max HP +40	★4 Evasion +8	
Effect: Each time the button is pressed, the	★5 ◆Sonic Mentor / Chance to recover CC once	"MASTER! Required SP 19200	
102 Wind Blade Pride	★1 ◆Wind Needle / Enemy stagger duration +5%	★2 Evasion +3	
Obtain by using "Wind Needle" 30 times	★3 ◆Heat Red / Casting time reduced +4%	4th Evasion +5	
Effect: Each time the button is pressed, casting time	★5 ◆Wind Needle / 50% Chance to Evasion Increase"	"MASTER! Required SP 4800	
103 Wind Blade Soul	★1 ◆Wind Needle / Enemy stagger duration +5%	★2 Evasion +3	
Obtain by using "Wind Needle" 300 times	★3 ◆Fearful Storm / Casting time reduced by 4%	★4 Evasion +5	
Effect: Each time the button is pressed, the chant	★5 Wind Needle / Shortened by 1/60 (≈ 1/30) seconds	MASTER! Required SP 8400	advanced art
104 Pride of the Terror Storm	★1 ◆Fearful Storm / Enemy stagger duration +5%	★2 Evasion +5	
Obtain by using "Fearful Storm" 30 times	★3 Vital / Max HP +40	★4 Evasion +8	
Each time the effect button is pressed, cast time	★5 Shortened by 1/60 (≈ 1/30) of a second	MASTER! Required SP 9600	
105 Soul of the Terro	★1 ◆Fearful Storm / Enemy stagger duration +5%	★2 Evasion +5	
Obtain by using "Fearful Storm" 300 times	★3 Gem Sylph / Casting time reduced by 4%	★4 Evasion +8	
Each time the effect button is pressed, casting time	★5 Fearful Storm / 50% Chance to Stagger	MASTER! Required SP	press a button to activate an advanced art

106 Pride of Swift Skies
Unlock: Use "Grim Sylph" 30 times
Each time the effect button is pressed, cast ti
★1 ◆ Grim Sylph / Enemy stagger duration +5%
★3 Vital / Max HP +40
★5 ◆ Grim Sylph / Grants the effect "Evasion Up"
★2 Evasion +6
★4 Evasion +9
MASTER! Required SP 6800

107 Soul of Swift Skie
Unlock: Use "Grim Sylph" 300 times
If ● button is pressed, casting time is reduced by 1/60 (1/30) second each time
★1 ◆ Grim Sylph / Enemy stagger duration +5%
★3 Vital / Max HP +40
★5 ◆ Grim Sylph / 25% chance of Rapid Casting
★2 Evasion +6
★4 Evasion +9
MASTER! Required SP 20400

108 corching Red Pride
Obtain by using "Heat Red" 40 times
Effect: Each time the ● button is pressed, cast time is reduced by 1/60 (1/30) second
★1 ◆Heat Red / Enemy stagger time +5%
★3 Spread / Cast time reduction +4%
★5 ◆ Heat Red / Grants the "Attack Power Up" effect
★2 Attack Power +3
★4 Attack Power +5
MASTER! Required SP 6900

109 Scorching Red Sc
Obtain by using "Heat Red" 400 times
Each time the effect button is pressed, casting time is reduced by 1/60 (reduces by 1/30 second)
★1 ◆Heat Red / Enemy stagger time +5%
★3 Ignite Prison / Chanting time reduced +4%
★5 ◆ Heat Red / While blue charged, press a button to activate advanced spell
★2 Attack +3
※4 Attack Power +5
MASTER! Required SP 8600

110 Pride of the Kōkan
Acquisition: Use "Ignite Prison" 40 times
Effect: Each time the button is pressed, chanting time is shortened by 1/60 (1/30) seconds
★1 ◆ Ignite Prison / Enemy stagger duration +5%
★3 Vital / Max HP +40
※5 Ignite Prison / Grants the effect "Attack Power Up"
※2 Attack Power +5
★4 Attack Power +8
MASTER! Required SP 15600

111 Soul of the Kōkan
Acquisition: Use "Ignite Prison" 400 times
Effect: Each time the button is pressed, chant
*1 ◆ Ignite Prison / Enemy stagger duration +5%
★3 ◆ Bladflamme / Chanting time reduced +4%
★5 Ignite Prison / While charging blue, press a button to activate higher arts
★2 Attack +5
★4 Attack Power +8
MASTER! Required SP 19200

112 Pride of Scorching Ash
Obtain: Use "Bladflamme" 40 times
If ● Each time the button is pressed, the c
★1 Bladflamme / Enemy stagger duration +5%
※3 Vital / Max HP +40
★5 ◆ Bladflamme / Grants the effect "Attack Power Up"
★ Attack +6
★4 Attack +9
MASTER! Required SP 9200

113 Soul of Scorching Ash
Obtain: Use "Bladflamme" 400 times
Effect: Each time the ● button is pressed, casting time is reduced by 1/60 (1/30) seconds
★1 ◆ Bladflamme / Enemy stagger duration +5%
★3 Vital / Max HP +40
★5 ◆ Bladflamme / 25% chance of rapid casting
★ Attack +6
★4 Attack +9
"MASTER! Required SP 23800

114 Pride of Mizusan (M
Acquire: Use "Spread" 40 times
Effect: Each time the button is pressed, casting time is reduced by 1/60 (1/30) seconds
★1 ◆ Spread / Critical Rate +15%
★3 ◆ Wind Needle / Casting Time Reduction +4%
★5 ◆ Spread / Adds effect "Magic Defense Up"
★2 Attack +3
Magic attack +5
"MASTER! Required SP 7200

115 Soul of Mizusan (
Acquire: Use "Spread" 400 times
Effect: Each time the button is pressing, castin
★1 ◆ Spread / Critical Rate +15%
★3 Maelstrom / Chanting Time Reduction +4%
★5 Spread / Trigger higher spell with button while Blue charged
※2 Magic Attack +3
★4 Magic Attack +5
"MASTER! Required SP 6800

116 Pride of the Great W
Acquire: Use "Maelstrom" 40 times
Effect: Each time the button is pressed, cast t
★1 ◆Maelstrom / Enemy stagger duration +5%
★3 Vital / Max HP +40
★5 Maelstrom / Grants effect "Magic Defense Up"
★2 Attack +5
★4 Magic Attack +8
"MASTER! Required SP 3200

117 Soul of the Great
Acquire: Use "Maelstrom" 400 times
Each time the effect button is pressed, casting time is shortened by 1/60 (1/30) seconds
★1 ◆ Maelstrom / Enemy stagger duration +5%
★3 ◆ Chiandim / Casting time reduction +4%
★5 Maelstrom / Activate advanced art with a button while blue charging
★ 2 Magic Attack +5
★4 Magic Attack +8
"MASTER! Required SP 6800

118 Pride of the Azure Sp
Obtain "Ciandim" used 40 times
Effect: Each time the button is pressed, castin
★1 ◆ Ciandim / Critical Rate +15%
★3 Absorb / Recover HP on hit +4
★5 ◆ Ciandim / Grants the effect "Magic Defense Up"
★2 Attack +6
★4 Attack +9
"MASTER! Required SP 3000

119 Soul of the Azure
Obtain "Ciandim" used 400 times
Effect: Each time the button is pressed, cast
★1 ◆ Ciandim / Critical Rate +15%
★3 Vital / Max HP +40
★5 Ciandim / 25% chance of Rapid Casting
★2 Magic Attack +6
★4 Attack +
MASTER! Required SP 37600

120 Three Grains of Pride
Obtain "Trinity Bit" used 40 times
Effect: Each time the button is pressed, the ca
★1 ◆ Trinity Bit / Accuracy +15%
★3 Vyrise/After 1 minute, CC increased by +2
★5 ◆ Trinity Bit / Steals items with a certain probability
★2 Evasion +4
★4 Evasion +6
MASTER! Required SP 3800

Pascal's Title

121 Three Souls

Obtain: Use "Trinity Bit" 400 times

Effect: Each time the button is pressed, the cast[illegible]

1 ◆Trinity Bit / Accuracy +15%		2 Evasion +4
3 Vital / Max HP +40		4 Evasion +6
5 [illegible]		[MASTER! Required SP 400

122 Pride of the Assault Formation

Obtain: Use "Assault Sign" 40 times

Effect: Attack Power +4 (→7)%

1 ◆Assault Sign / Recover 1 CC within 10 seconds of start		2 Attack +4
3 Vital / Max HP +40		4 Attack +6
5 Assault Sign / HP Recovery +5%		"MASTER! Required SP 200

123 Soul of the Assau

Obtain: Use "Assault Sign" 400 times

Effect: Attack Power +8 (12)%

1 ◆Assault Sign / Recover 1 CC when HP is 25% or below		※2 Attack +4
3 ◆Lambert Sign / Effect Duration +20%		4 Attack +6
5 Assault Sign / HP Recovery +5%		[MASTER! Required SP 800

124 Pride of the Battle Fo

Obtain "Lambert Sign" used 40 times

Effect: Defense +4(→7)%

1 ◆Rampart Sign / Recover 1 CC within 10 seconds of start		2 Defense +4
3 Vital / Max HP +40		4 Defense +6
5 ◆Rampart Sign / HP Recovery +5%		[MASTER! Required SP 800

125 Soul of the Defensive Formation

Obtain: Use "Rampart Sign" 400 times

Effect: Defense +8 (12)%

1 ◆Rampart Sign / Recover 1 CC when HP is 25% or below		2 Defense +4
3 Assault Sign / Effect duration +20%		4 Defense +6
5 ◆Rampart Sign / HP recovery +5%		"MASTER! Required SP 400

126 Pride of Dazzling Lig

Obtain: Use "Shine Field" 40 times

Effect: Magic recovery amount +2(4)%

1 ◆Shine Field / Healing effect +10%		2 Magic Attack +6
3 Eight Celestial / Casting time reduction +4%		4 Attack +9
5 ◆Shine Field / Steal items with a certain probability		"MASTER! Required SP 200

127 Soul of Glare

Obtain by using "Shine Field" 400 times

Effect: Recovery amount increa

1 Shine Field / Healing effect +10%		2 Magic Attack +6
★3 Holy / HP Auto-Recovery +5		4 Magic Attack +9
5 Shine Field / Recover CC1 with a certain probability		MASTER! SP Required 800

128 Pride of Blessing

Obtain by using "Reinforce" 40 times

Effect: Halves damage of 1200 (→1000) or more

1 ◆ Reinforce / HP recovery +5%		2 Attack +4
3 Fibrypen / When near death, damage reduction +10%		4 Attack +6
5 ◆ Reinforce / Add effect "Increases Attack Power"		MASTER! SP required 400

129 Blessed Soul

Acquire Use "Reinforce" 400 times

Effect: Halve damage of 750 (500) or more

★1 ◆ Reinforce / HP Recovery +5%		2 Attack +4
3 Magnetic Gate / Casting Time Reduction +4%		4 Attack +6
5 ◆ Reinforce / Chance to recover CC once		"MASTER! Required SP 200

130 Pride of the Magne

Obtain and use "Magnetic Gate" 40 times

Effect: During spell casting, each time a button is pressed, damage increases by 1 (2)%

1 ◆ Magnetic Gate / Enemy flinch duration +5%		2 Evasion +5
3 Dismachine / "Machine" Damage Reduction +5%		4 Evasion +8
5 Magnetic Gate / Chance to [illegible]		MASTER! Required SP 200

131 Soul of the Magi

Obtain and use "Magnetic Gate" 400 times

Effect: During spell casting, each time a button is pressed, damage increases by 1 (2)%

1 Magnetic Gate / Enemy stagger duration +5%		2 Evasion +5
3 ◆ Reinforce / Effect duration +20%		4 Evasion +8
5 Magnetic Gate / Chance to recover CC once		MASTER! Required SP 800

132 Pride Full of Dreams

Obtain and use "Dream Fandam" 40 times

Effect: During spell casting, each time a button is pressed, damage increases by 1 (2)%

★1 ◆Dream Fandum / Enemy stagger duration +5%		2 Evasion +7
★3 Sub-heal / When not participating in battle, recover +3% HP after battle		4 Evasion +11
5 Dream Fandum / Skill Time Reduction +4%		"MASTER! Required SP 200

1133 A Soul Full of Dreams

Use "Dream Fandum" 400 times

Effect: During spell casting, each time a button is pressed, damage increases by 1 (2)%

1 ◆Dream Fandum / Enemy stagger duration +5%		※2 Evasion +7
3 Vital / Max HP +40		4 Evasion +11
5 ◆Dream Fandum / Chance to Recover CC once		MASTER! Required SP 800

134 Pride of Yagawa

Obtain "Eight Celestial" and use it 40 times

Effect: Each time a button is pressed during spell casting, damage increases by 1 (2)%

1 ◆ Eight Celestial / Critical Rate +15%		2 Evasion +7
★3 Vital / Max HP +40		4 Evasion +11
5 Eight Celestial / Chance to Steal an Item		"MASTER! Required SP 200

1135 Eight-Lying Soul

Obtain: use "Eight Celestial" 40 times

Effect: While casting a spell, each time the button is pressed, damage increases by 1 (2)%

★1 ◆ Eight Celestial / Critical Rate +15%		2 Evasion +7
3 Vital / Max HP +40		★4 Evasion +11
5 ◆Eight Celestial / Certain Chance to Recover 1 CC		"MASTER! Required SP 200

136 Arts Sniper
Obtain all titles from 82 to 101
Effect: Arts skill critical rate increases by 20(→30)%. 5 Attack+ / +1 Attack on level up
1 Sub-Mastery / When not participating in combat, SP gain +30%
★3 Vital / Max HP +40
4 Attack +11
MASTER! Required 36000

137 Burst Summoner
Acquisition: Obtain all titles from 102 to 135
Effect: Burst skill critical rate increased by 20(30)% 5 Mind+ / On level up Magic Attack +1
★1 Dream Fandom / Casting Time Reduction +4%
★3 Vital / Max HP +40
*2 Arts Attack +7
★4 Magic Attack +11
MASTER! Required 48000

1138 Materialized Crystal Asbel
Obtain: Give the humanoid in Telos Astyu the "Jade Statue"
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital/Max HP +20
3 Asbelitch / Become Asbel
5 Reinforce / CC recovery speed increases by 4%
※2 Attack Power +5
★4 Attack +8
"MASTER! Required 8000

139 Materialized Crystal Sophie
Obtain: Give the "Silver Statue" to the humanoid in Telos Astyu
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +20
3 Sofitch / Become Sofi
5 Reforge / CC recovery speed increased by 4%
2 Defense +5
★4 Defense +8
| MASTER! Required 8800

140 Manifestation Crystal Hubert
Obtain: Give the humanoid of Telos Asty the "Statue of the Blue Sea"
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +20
3 Become Hyuberitch / Hubert
5 Reforge / CC recovery speed increased by 4%
★2 Accuracy +5
Hit +8
「MASTER! Required 8

141 Manifestation Crystal Sheria
Obtain: Give the humanoid of Telos Asty the "Amber Statue"
Effect: While changing costume, recover HP every 2 seconds
★1 Vital / Max HP +20
3 Become Sheriatch / Sheria
5 Reforge / CC recovery speed increases by 4%
2 Attack +5
★4 Magic Attack +8
"MASTER! Required 8800

142 Manifestation Crystal Malik
Obtain: Give the humanoid of Telos Astyu the "Statue of the Abyss"
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +20
3 Become Marikitch / Marik
5 Reforge / CC recovery speed +4%
★2 Magic Defense +5
4 Defense +8
[MASTER! Required 9200

143 Manifestation Crystal Richard
取得: Give a "golden statue" to the Telos Astyu humanoid and impersonate 3 Rich/Richard
Effect: Costume changes: recover HP every 2 seconds
★1 Vital / Max HP +20
5 Reforge / CC recovery speed increased by 4%
★2 Evasion +5
★4 Evasion +8
| MASTER! Required 9500

144 The Idolmaster Love
Acquisition: Purchase via download
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +50
3 Costume / Allows outfit change
5 Vital / Max HP +50
★2 Attack +3
4 Attack +5
"MASTER! Required 8000

145 Fluffy Fur
Acquisition: Purchase via download
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +50
3 Costume: Enable outfit change
5 Vital / Max HP +50
※2 Attack Power +3
★4 Attack +5
| MASTER! Required 8000

146 Troublemaking Senior
Acquisition: Purchase via download
Effect: While costume is changed, recover HP every 2 seconds
★1 Vital / Max HP +50
3 Costume / Allows outfit change
5 Vital / Max HP +50
★2 Attack +3
4 Attack +5
"MASTER! Required 8000

147 The Extraordinary Mad Scientist
Acquisition: Purchase via download
Effect: While costume is changed, recover HP every 2 seconds
1 Vitality/Max HP +50
3 Costume / Allows outfit change
5 Vital / Max HP +50
2 Attack Power +3
4 Attack +5
MASTER! Required 8000

Toro
Acquisition: Purchase via download
Effect: While costume is changed, recover HP every 2 seconds
*1 Vital / Max HP +50
3 Costume / Allows outfit change
2 Attack Power +3
4 Attack +5
"MASTER! Required 8000

Dualize Details

Dualize not only allows new items to be created through synthesis, but also can be used to enhance the performance of equipment such as weapons and armor. Since it is an essential system for adventure and collection, understand its mechanics here.

Basics of Dualize

Attributes and Special Effects

Among the items used as Dualize materials, weapons, jewels, and fragments have "attributes" and "special effects." Both influence equipment performance and item sell rate, and each has the types of entries shown on the right. In enhancement, extraction, and fusion that use these items, the attributes and special effects of the two materials are combined and transformed, making it possible to produce higher-performing items. Detailed data on attributes and special effects are listed from page 171 onward, so please refer to them when Dualizing.

● Items Assigned to Attributes

Item	Details
Rarity	There are seven tiers shown in the "Rarity Properties List" below; the This cannot be checked in-game.
Enhancement Multiplier	When a weapon becomes a Mastered Weapon (→P166), this value in This can be checked in the Users' Book.
Weapon Growth Value	These values are set for each of the six parameters; when a weapon is enhanced via Dualize, its stats increase by these amounts. This can be checked in the Users' Book.
Sell Multiplier	The higher this value, the higher the item's selling price. This can be checked in the Users' Book.
Sell Inheritance Rate	The higher this value, the higher the selling price of a weapon enhan This can be checked in the Users' Book.

If you use the button to switch the information window, you can check that item's properties and special effects. The number in parentheses indicates the rank of the special effect.

● Items Assigned Special Effects

Item	Details
Special Effect Number	Indicates the priority of special effects. The larger this number, the more likely the effect will be carried over during d
Effect	The effects gained by equipping that item. Contents vary, such as raising stats or increasing damage against specific races.
Rank	The number shown next to the special effect name. Represented by 1–9; the higher the number, th Ten-step scale of

◖ List of Properties by Rarity

Rarity 1	Sharp	Hard	Cool	Beautiful		
	Rough	Smooth	Bulky	Refreshing		
Rarity 2	Bold	Elegant	Refined	Antique style	Warm-hearted	Stubborn
Rarity 3	Oppressively hot	Prickly	Chilly	Ominous	Severe	Solemn
Rarity 4	Wild	Gentlemanly	Overbearing	Exciting	Mysterious	Punc
Rarity 5	Wonderful	Gorgeous	Dangerous	Soulful	Dandy	Heartful
Rarity 6	Nothing special	Plain and ordinary	Doesn't Matter	Don't care	Calmly	
	Ordinary	Dull	Unobtrusive	Lacking	Presence is like air	
Rarity 7	Woodrow-like	Barbatos-like	Luke-like	Kongman-sa	Roni-sa	Natalia-sa
	Nunnally-like	Guy-like	Genius	Kyle-sa	Eugene-sa	Caius-sa

Rules of Dualize

When enhancement, extraction, or fusion is performed through Dualize, th

The properties and special effects of items produced are determined by the rarity of the properties and the rank of the special effects attached to the materials. The basic rule is that the lower rarity and the higher rank are inherited, and when rarities are equal the type of property changes. However, when properties or special effects form certain combinations, special rules take precedence over the basic rule. The law governing that is shown below. Details of the special rules are explained with concrete examples on the following pages.

When strengthening, extracting, or fusing, pay attention to the properties and special effects of the materials. If you understand the rules expla

● Basic Rules for Inheriting Properties and Special Effects

Properties

- If the rarities of the combined materials differ, the lower rarity is inherited.
- If the rarities are the same, the property will change to another one (→ see P164 "List of property changes at the same rarity").

Special effects

- From the special effects of each material, one effect with the highest rank is inherited.
- If a single material has multiple special effects with the same rank, the one with the larger special effect number is given priority

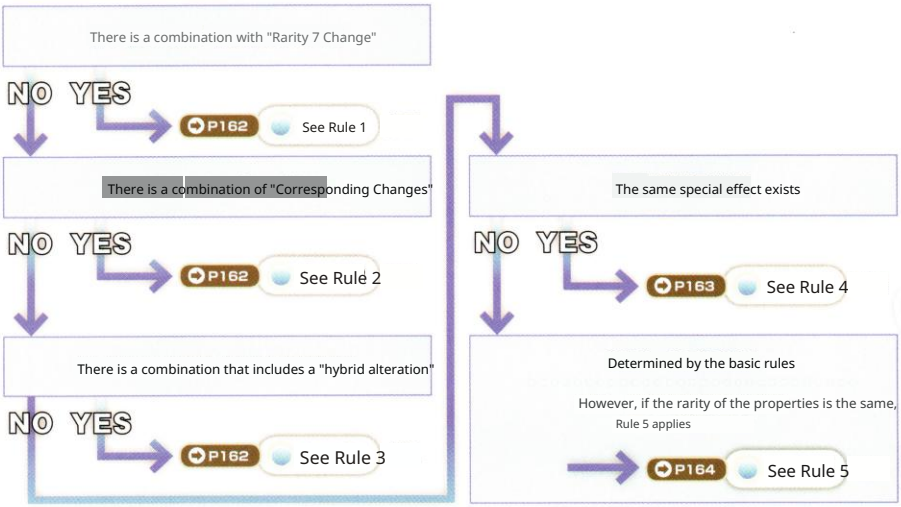
Example of basic rules

Material 1	Material 2	Result
Property: Sharp	Property: Bold	Property: Sharp
Rarity 1	Rarity 2	Rarity 1
Special Effect 1: Attack 【5】	Special Effect 1: Resist 【1】	Special Effect 1: Attack 【5】
Special Effect Number 1	Special Effect Number 4	Special Effect Number 1
Special Effect 2: Hit 【1】	Special Effect 1: Disinsect 【1】	Special Effect 1: Disinsect 【1】
Special Effect Number 5	Special Effect Number 57	Special Effect Number 57

Explanation

Because the two have different properties, the lower-rarity "Sharp" is inherited. For special effects, one higher-ranked effect is selected from each material, but both effects from Material 2 are Rank 1. Therefore, the special-effect with the higher index, "Disinsect", takes precede

● Order in which properties and special effects are determined by Dualize



Rule 1: In cases where there is a combination of "Rarity 7 alterations"

Property: Determined according to the rules for "Rarity 7 alterations"

Special Effects: Up to two may be selected according to the basic rules

A phenomenon called a "Rarity 7 Change" occurs when a combination of specific attributes produces an attribute of rarity 7. This only happens when, upon starting a second playthrough after clearing the game, you purchase "Attribute Unlock" at the "Grade Shop" (→P181). There are 12 types of rarity-7 attributes (see the "Table"). Each carries its own unique effect, and many have distinctive balances in equipment growth values. Some unique effects are negative, so you should check carefully if they appear on equipment.

Dualize example ①

Material 1	Material 2	Result
Attribute: Thorny	Attribute: Intimidating	Attribute: Lukesa
Rarity 3	Rarity 4	Rarity 7

Explanation The combination of "Thorny" and "Intimidating" corresponds to a rarity-7 change. It changes into "Lukesa".

Rule 2: When there is a combination of "Corresponding Changes"

Attribute An attribute that forms a "Corresponding Change" combination is selected. If there are two possible combinations, the selection is determined b

Special E A special effect that forms a "Corresponding Change" combination is selected. If the rank of that special effect is below 4, its rank increases by 1

"Corresponding Change" occurs when a particular combination exists between an attribute of one material and any special effect possessed by the other material. That attribute and special effect are given priority inheritance, and if the selected special effect's rank is below 4, it increases by 1. The remaining combinations

There are 32 combinations (see "Table 2"), and for every trait up to rarity 5 there is one corresponding special effect. Rather than providing two special effects of the same rank, it is more convenient to raise rank by using corresponding transformations while the rank is lo

Dualize Example ②

Material 1	Material 2	Result
Trait: Ominous	Trait: Bold	Trait: Ominous
Rarity 3	Rarity 2	Rarity 3
Special Effect 1: Press 【4】	Special Effect 1: Poison 【3】	Special Effect 1: Poison 【4】
Special Effect Number 11	Special Effect Number 15	Special Effect Number 15
Special Effect 2: Attack [2]	Special Effect 2: Hit [3]	Special Effect 1: Press 【4】
Special Effect Number 1	Special Effect Number 5	Special Effect Number 11

Explanation

The property of Material 1 is "Ominous" and the special effect of Material 2 is "Poison", forming a corresponding-change combination. Therefore the property becomes "Ominous", and because "Poison" is below Rank 4 it ranks up. The other special effect is chosen f

Rule 3 There is a combination that includes a "hybrid alteration"

Property becomes the Key Property

Special E One of the two special effects that form a "Hybrid Change" is selected. The remaining one is determined by the basic rules.

When two specific special effects and the property corresponding to their combination (the Key Property) are combined, an entirely different special effect can be produced; this is called a "Hybrid Change". There are six Hybrid Change combinations (see "Table ③"),

each of which can produce a special effect that raises multiple parameters. Compared with other rules the conditions are somewhat complex, and deliberately creating them takes effort, but it may be worth attempting.

Dualize Example ③

Material 1	Material 2	Result
Property: Gorgeous	Property: Beautiful	Property: Gorgeous
Rarity 3	Rarity 1	Rarity 4
Special Effect 1: Mind 【5】	Special Effect 1: Resist 【1】	Special Effect 1: Sorcerer [3]
Special Effect Number 3	Special Effect Number 4	Special effect number 28
Special Effect 2: Evade [2]	Special Effect 2: Slow [3]	Special Effect 2: Slow [3]
Special effect number 6	Special effect number 20	Special effect number 20

Explanation

There are the special effects "Mind" and "Resist" and the item's attribute is "Gorgeous." This combination causes a "Hybrid Transformation," which results in the first special effect being determined as "Sorcerer." The rank is the average of the combined special effects, becoming "3".

Rule 4 When the same special effect is present

Nature Determined by Basic Rules

Special E When the same special effect appears, the higher-ranked one remains. If the ranks are the same, the rank increases by 1. The remaining one is dete

In cases where there is no hybrid-change combination and the same special effect is attached to the two materials, check each of their ranks. If the ranks of the two differ, the higher rank is inherited according to the basic rules, but

If the ranks are also the same, the type of special effect remains unchanged and the rank is increased by 1 upon inheritance. By repeatedly combining the same special effect of the same type and rank to raise the rank in this way, performance can be steadily improved.

Dualize Example ③

Material 1	Material 2	Result
Property: Hard	Property: Bold	Property Hard
Rarity 1	Rarity 2	Rarity 1
Special Effect 1: Attack [4]	Special Effect 1: Attack [4]	Special Effect 1: Attack [5]
Special effect number 1	Special effect number 1	Special Effect Number 1
Special Effect 2: Speed [3]	Special Effect 2: Decision [3]	Special Effect 2: Decision [3]
Special effect number 8	Special effect number 33	Special Effect Number 33

Explanation

Both materials have "Attack," so that takes priority first. Also, because their ranks are the same, the rank increases by 1 to Rank 5. The remaining two special effects also share the same rank, so following the basic rule the special effect with the larger number, "Decision," is selected.

Rarity 7 Combination of Changes

Combination		Possible Traits	Innate Effect
Rarity 2: Gentle	Rarity 6: Presence Is Air	Woodrow-like	10% chance to evade physical attacks
Rarity 4: Gentlemanly	Rarity 5: Dangerous	Barbatos-sama	Item becomes unusable
Rarity 3: Prickly	Rarity 4: Intimidating	Luke-sama	Damage against the race "Human" is halved
Rarity 1: Smooth	Rarity 2: Bold	Kongman-sama	Grants a steel body against one non-magic attack
Rarity 3: Sweltering	Rarity 5: Soulful	Roni-sama	Recovers 10% of damage received from female characters
Rarity 2: Refined	Rarity 5: Gorgeous	Natalia-sa	Gain Guard increased by 20%
Rarity 2: Old-fashioned	Rarity 4: Wild	Nanally and	Accuracy becomes doubled
Rarity 1: Cool	Rarity 2: Elegant	Guy	Turns to stone when hit by a female character
Rarity 1: Sharp	Rarity 4: Mysterious	Genius, Kyle,	Hubert's "Flare Shot" damage doubled
Rarity 2: Stubborn	Rarity 3: Prickly	Eugene,	Damage to Riala is 1
Rarity 3: Weighty	Rarity 5: Dandy	Caius	10% chance to evade magic attacks
Rarity 4: Wild	Rarity 6: Ordinary		Damage to bear-type enemies multiplied by 8

Combination of table response transformations

Properties	Corresponding	Special Effect	corresponding
sharp	Attack	Bold	Gain
hard	Defense	elegant	Absorb
cool	Mind	refined	Breath
beautiful	Resist	old-fashioned	Tension
rough	Hit	gentle	Holy
smooth	Evade	stubborn	Rescue
rugged	Vital	ominous	Poison
refreshing	Speed	prickly	Paralyze
chilly	Freeze	mysterious	Exceed
stifling	Burn	innovative	Reforse
formal	Stone	wonderful	Warrior
weighty	Slow	gorgeous	Sorcerer
Wild	Revenge	dangerous	Assassin
Divine priestly	Revamp	soulful	Braver
Overbearing	Refeed	dapper	Paladin
Exciting	Rise	heartful	Hunter

Table 3 Combination of hybrid transformations

Combination			Key property		generated spec
Attack	× Defense	+	Wonderful	→	Warrior
Mind	× Resist	+	Gorgeous	→	Sorcerer
Hit	× Evade	+	Dangerous	→	Assassin
Attack	× Mind	+	Soulful	→	Braver
Resist	× Heido	+	Dandy	→	Paladin
Defense	× Hit	+	Heartful	→	Hunter

Rule 5 When the rarity of the properties is the same

Property A combination of two properties changes into another property

Special Ef Determined by the basic rules

If you dualize two properties of the same rarity, they will change into a property of a different rarity. The resulting type of property is determined by the combination of properties being combined, and in most cases it changes into a property one rarity level higher. However, when the combination results in a rarity-6 property, the type of property is determined by the formula below using the "Item Rank" set for the materials. Note that rarity-7 properties can only be created by the "Rarity-7 Transformation" mentioned on page 162.

● Formula

Rarity-6 property = (Item Rank of Material 1 + Item Rank of Material 2) + 4 + 1

● Rule for determining the properties of Rarity 6

Calculation results	Properties	Calculation results	Properties
1	Nothing special	6	Ordinary
2	Ordinary	7	Subdued
3	Doesn't Matter	8	Unobtrusive
4	Don't care	9	Unsatisfying
5	Calmly	10 or more	Presence is like air

The "item rank" varies depending on the type of material. For equipment, it is the "equipment rank"; for gems and shards, it is the sum of the ranks of their respective special effects. You can check equipment ranks in the "Item Data" starting on page 535. Substitute those values into the above formula and truncate any decimal portion; which integer from 1 to 10 or above the result corresponds to determines the type of a rarity-6 property. Incidentally, in the table on the left, properties with larger numbers yield higher

Dualize Example ②

Material 1	Material 2	Result
Steel Sword	Attack Piece [2]	Steel Sword +1
(Item Rank: 5)	(Item Rank: 2)	(Item Rank: 5)
Property: Stylish	Nature: Beautiful	Nature: Ordinary
Rarity 1	Rarity 1	Rarity 6

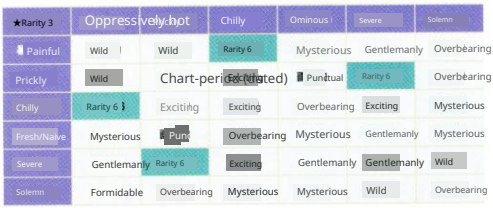
Explanation

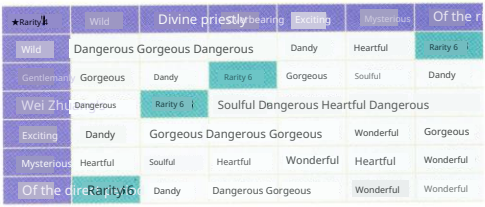
The rarity-1 properties "Stylish" and "Beautiful" are a combination that changes into rarity-6. The equipment rank of the "Steel Sword" is 5, and the Attack Piece's special effect is rank 2. Calculating from that gives a result of 2. 75. Therefore the property becomes "Ordinary."

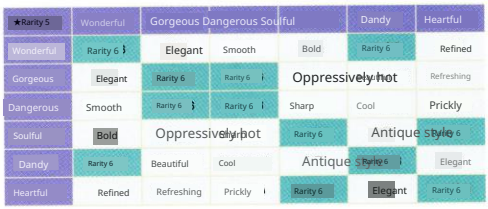
● List of nature changes for the same rarity in the materials

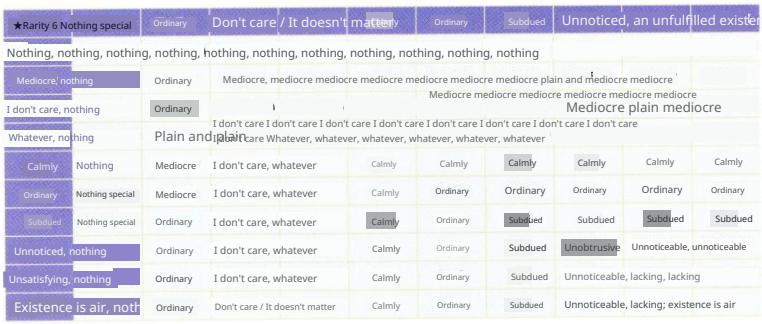
★Rarity 1: Sharp	Hard	Cool Beautiful		Rough	Smooth	Bulky	Refreshing
Sharp	Bold	Rarity 6	Elegant	Elegant	Gentle-tempered	Refined	Stubborn	Stubborn
Hard	Rarity 6	Stubborn	Stubborn	Refined	Stubborn	Bold	Stubborn	Bold
Cool	Elegant	Stubborn	Elegant	Rarity 6	Temperature	Elegant	Gentle-tempered	Refined
Beautiful	Elegant	Refined	Rarity 6	Antique style	Antique style	Elegant	Antique style	Gentle-tempered
Rough	Gentle-tempered	Stubborn	Gentle-tempered	Antique style	Refined	Rarity 6	Stubborn	Warm-hearted
Smooth	Refined	Bold	Elegant	Elegant	Rarity 6	Refined	Bold	Antique style
Bulky	Stubborn	Stubborn	Gentle-tempered	Antique style	Stubborn	Bold	Stubborn	Rarity 6
Refreshing	Stubborn	Bold	Refined	Gentle-tempered	Warm-hearted	Antique style	Rarity 6	Elegant

★Rarity 2	Bold	Elegant	High-grace	Antique style	Temperature	Reservation Garden
Bold	Oppressively hot	Oppressively hot	Severe	Rarity 6	Solemn	
elegant	Oppressively hot	Prickly	Rarity 6	Oppressively hot		
refined	Prickly	Prickly	Chilly	Chilly	Ominous	Rarity 6
Antique	Severe	Rarity 6	Chilly	Ominous	Solemn	Ominous
Temperature	Rarity 6	Oppressively hot	Ominous	Solemn	Severe	Severe
Stubborn	Solemn	Chilly	Rarity 6	Ominous	Severe	Solemn


★Rarity 3
Oppressively hot
Chilly
Ominous
Severe
Solemn
Painful
Wild
Rarity 6
Mysterious
Gentlemanly
Overbearing
Prickly
Chart-period-related)
Punctual
Chilly
Rarity 6
Exciting
Overbearing
Exciting
Mysterious
Fresh/Naive
Mysterious
Overbearing
Mysterious
Gentlemanly
Mysterious
Severe
Gentlemanly
Exciting
Gentlemanly
Wild
Solemn
Formidable
Overbearing
Mysterious
Mysterious
Wild
Overbearing


★Rarity 4
Wild
Divine priestly
Overbearing
Exciting
Mysterious
Of the rising period
Wild
Dangerous Gorgeous Dangerous
Dandy
Heartful
Rarity 6
Gentleman
Gorgeous
Dandy
Rarity 6
Gorgeous
Soulful
Dandy
Wei Zhu
Dangerous
Rarity 6
Soulful Dangerous Heartful Dangerous
Exciting
Dandy
Gorgeous Dangerous Gorgeous
Wonderful
Gorgeous
Mysterious
Heartful
Soulful
Heartful
Wonderful
Heartful
Wonderful
Of the dire
Rarity 6
Dandy
Dangerous Gorgeous
Wonderful
Wonderful


★Rarity 5
Wonderful
Gorgeous Dangerous Soulful
Dandy
Heartful
Wonderful
Rarity 6
Elegant
Smooth
Bold
Rarity 6
Refined
Gorgeous
Elegant
Rarity 6
Rarity 6
Oppressively hot
Refreshing
Dangerous
Smooth
Rarity 6
Rarity 6
Sharp
Cool
Prickly
Soulful
Bold
Oppressively hot
Rarity 6
Antique style
Dandy
Rarity 6
Beautiful
Cool
Antique
Rarity 6
Elegant
Heartful
Refined
Refreshing
Prickly
Rarity 6
Elegant
Rarity 6


★Rarity 6 Nothing special
Ordinary
Don't care / It doesn't matter
Ordinary
Subdued
Unnoticed, an unfulfilled existence is air
Nothing, nothing, nothing, nothing, nothing, nothing, nothing, nothing, nothing, nothing, nothing
Mediocre, nothing
Ordinary
Mediocre, mediocre mediocre mediocre mediocre mediocre plain and mediocre mediocre
Mediocre mediocre mediocre mediocre mediocre mediocre
I don't care, nothing
Ordinary
Mediocre plain mediocre
I don't care I don't care I don't care I don't care I don't care I don't care I don't care
Whatever, nothing
Plain and plain
I don't care Whatever, whatever, whatever, whatever, whatever, whatever
Calmly
Nothing
Mediocre
I don't care, whatever
Calmly
Calmly
Calmly
Calmly
Calmly
Calmly
Ordinary
Nothing special
Mediocre
I don't care, whatever
Calmly
Ordinary
Ordinary
Ordinary
Ordinary
Ordinary
Subdued
Nothing special
Ordinary
I don't care, whatever
Calmly
Ordinary
Subdued
Subdued
Subdued
Subdued
Unnoticed, nothing
Ordinary
I don't care, whatever
Calmly
Ordinary
Subdued
Unobtrusive
Unnoticeable, unnoticeable
Unsatisfying, nothing
Ordinary
I don't care, whatever
Calmly
Ordinary
Subdued
Unnoticeable, lacking, lacking
Existence is air, noth
Ordinary
Don't care / It doesn't matter
Calmly
Ordinary
Subdued
Unnoticeable, lacking; existence is air

★Rarity 7 Woodrow-san, Barbatos-san Rook-san Kongman-san Roni-san Natalia-san Nanaly-san Guy-san Kyle-san Eugene-san Caius-san
Woodrow Woodrow Woodrow-san Woodrow-san Woodrow-san Woodrow Woodrow-san Woodrow-san Woodrow-san Woodrow Woodrow-san
Barbatos Woodrow-san Barbatos Barbatos Barbatos-san Barbatos-san Barbatos Barbatos Barbatos Barbatos Barbatos-san Barbatos Barbatos-san
Luke-like
Woodrow-san, Barbatos-san
Rook-san Rook-san Rook-san Rook-san Rook-san Rook-san Rook-san Rook-san Rook-san Rook-san
Kongman
Woodrow-san, Barbatos-san
Luke-like
Kongman-san Kongman-san Kongman-san Kongman-san Kongman-san Kongman-san Kongman-san Kongman-san Kongman-san Kongman-san
Roni-sa
Woodrow-san Barbatos-san
Luke-like
Kongman-san
Roni-sa
Roni-sa
Roni-sa
Roni-sa
Roni-sa
Roni
Roni-sa
Natalia
Woodrow-san Barbatos-san
Luke-like
Kongman-san
Roni-sa
Natalia-sa
Natalia-sa
Ms. Natalia
Natalia-sa
Natalia-sa
Natalia-sa
Natalia-sa
Nunnally
Mr. Woodrow and Mr. Barbatos
Kongman-san
Roni-sa
Natalia-sa
Nunnally-like
Ms. Nunnally
Nunnally-like
Nunnally-like
Nunnally-like
Nunnally-like
Guy-like
Mr. Woodrow Barubatos
Mr. Luke
Mr. Kongman
Roni-sa
Natalia-sa
Nunnally-like
Guy-like
Guy-like
Guy-like
Guy-like
Guy-like
Mr. Genius
Mr. Woodrow Barubatos
Mr. Luke
Mr. Kongman
Roni-sa
Natalia-sa
Nunnally-like
Guy-like
Mr. Genius Mr. Genius Mr. Genius Mr. Genius
Mr. Kyle
Mr. Woodrow Barubatos
Mr. Luke
Mr. Kongman
Roni-sa
Natalia-sa
Nunnally-like
Guy-like
Genius
Mr. Kyle
Mr. Kyle
Mr. Kyle
Mr. Eugene
Mr. Woodrow Barubatos
Mr. Luke
Mr. Kongman
Roni-sa
Natalia-sa
Nunnally-like
Guy-like
Genius
Mr. Kyle
Eugene-sa
Eugene-sa
Caius
Woodrow Barubatos
Luke-like
Kongman-san
Roni-sa
Natalia-sa
Nunnally-like
Guy-like
Genius-sa
Kyle-sa
Eugene-sa
Caius-sa

Enhancement

Enhance equipment with shards

Among materials for synthesis, items named "○○ Piece" are called shards. Combining these shards with equipment in a Dualize results in enhancement: a special effect corresponding to the shard's name is added to the equipment. Furthermore, the equipment's performance increases by the amount of the shard's equipment growth value, and the sale price also changes according to the inherited sale rate and sale rate. See page 171 for data on shard properties.

● Benefits of enhancement

- Equipment performance increases by the shard's equipment growth value
- Can add special effects to equipment
- The sale inheritance rate is added, increasing the selling price of weapons and a

● Enhancement process and mechanism (for weapons)

Common Weapons		×	Fragment		➡	Result: Enhanced Weapon	
Iron Sword			Attack Piece [1]			Iron Sword +1	
Attribute	Smooth		Attribute: Sharp			Attribute	Refined
Attack Power	37					Attack Power	40
Magic Attack Power	74					Magic Attack Power	80
Accuracy	18					Accuracy	20
CC	5~8					CC	5-8
Special effects	None					Special Effect	Attack [1]

In the game, equipment displayed in white text is "standard equipment." Combining this with shards generates "enhanced equipment." In the example on the left, the post-enhancement property becomes "Refined," increasing the weapon's growth by that equipment's growth value (→P171). Also, because an "Attack Piece" was used as the materia

Turn enhanced equipment into mastered equipment

Equipment combined with shards by Dualize becomes "enhanced equipment," and the name will show the number of enhancements as "+○" and be displayed in light blue text. If you equip this enhanced equipment and fight several times, it will change into "mastered equipment," and the text will turn yellow. Mastered equipment can be used as a material for Dualize, and by combining mastered equipment you can extract gems (→P168). The number of battles required to turn enhanced equipment into mastered equipment is determined by the equipment's inherent "mastery value" and the number of enhancements, calculated as shown below.

Have a party member who is equipping enhanced equipment participate in battle. When it becomes mastered equipment, that infor

● Number of battles required for equipment mastery

Number of battles = equipment's inherent mastery value + (number of enhancements × 2)

● Process and Mechanism of Crafting Skilled Weapons

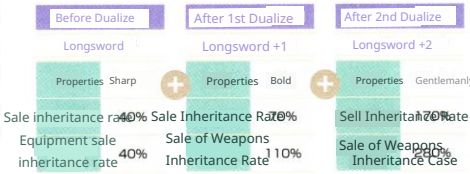
Enhanced Trained Equipment			Trained Equipment	
Iron Sword +1		Equip Iron Sword +1, Engage in battle 4 times	Iron Sword +1	
Properties	Refined		Property	High quality
Attack Power	40		Attack Power	40
Magic Attack Power	80		Magic Attack Power	80
Accuracy	20		Accuracy	20
CC	5~8		CC	5-8
Special effects	Attack [1]		Special Effect	Attack [1]
			Bonus	Damage +5%

The proficiency of "Iron Sword" is 5, Since it is "+1", the number of enhancements is 1. Substit formula shows that the required number of battles is 4. Even when a weapon becomes a trained equipment, its properties and base performance do not change, but it gains a bonus equal to the property enhancement In the case of weapons, the damage dealt increases, and for armor the damage received is reduced.

Raise the sale price by repeatedly enhancing

When you enhance equipment, the sale price increases according to the sale inheritance rate set by the shard's attribute. The sale inheritance rate is added each time you enhance, so repeatedly enhancing will steadily raise the sale price. The final sale price is determined by the attribute's sale rate, so it's best to enhance with shards that have a high sale rate before selling. Also note that the higher the rank of the special effect on the equipment, the higher the sale price will be.

● Example of increased sale inheritance rate with Dualize



● Formula for Calculating the Sale Price of Enhanced Weapons

Sale Price = Base Sale Value ÷ 8 × (100% + Weapon Sale Inheritance Rate) × Special Effect Rank Modifier × Weapon Attribute Sale Rate × Enhancement Modifi

Base Sale Value ... • The weapon's base sale value. See page 535 and following for details

Weapon Sale Inheritance ... The value obtained by adding the sell-inheritance rates of the attributes attached to all the shards used to strengthen the weaponry (→

Special effect rank modifier ... Substitute the multiplier from the table below according to the rank of the special effect attached to the weapon. If there are

Rank	1	2	3	4	5	6	7	8	9	★
Multiplier	1.2	1.3	1.4	1.5	1.6	1.8	2.0	2.5	3.0	5.0

Sell rate of weapon properties / sell rate of properties attached to weapons (→P171)

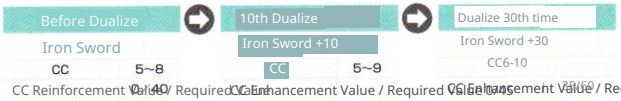
Enhancement modifier ... • If the weapon is an enhanced weapon, substitute 1.2; if it is a masterwork weapon, substitute 1.5

Weapon CC increases through enhancement

Although it cannot be checked in-game, when a weapon is enhanced, the reforging fragments' enhancement multipliers are added as a "CC enhancement value." The CC enhancement value accumulates progressively as enhancements are repeated, and the total equals the value obtained by multiplying the weapon's minimum CC by its maximum CC

If this is exceeded, the weapon's maximum CC increases by 1. Also, when the number of enhancements reaches 30, 60, 90, and 99 times, the minimum CC increases by 1 each time. However, if you change the weapon type via modification (→P170), the CC gained from enhancements

● Example of CC increase with Dualize



In the left example, all enhancements are performed using fragments with an enhancement multiplier of 4. The base CC of the "Iron Sword" is 5–8, and the required value is 40. After exactly 10 enhancements, the maximum CC increases by 1, and the value needed for the next CC enhancement becomes 45. Note that any s

Gather fragments

Fragments used to enhance equipment can only be obtained in battle. When you win a battle, there is a certain chance to obtain fragments, and the types and properties available are determined by location (→P174). Also, the higher the battle rank, the greater the drop rate of fragments, and the higher the enemy level, the higher the rank of fragments. If you want to collect many high-rank fragments, you should raise your battle rank.

Only one shard can be obtained per battle. Also, once your holding exceeds pieces, the drop rate decreases, so keep using them for enhancements.

Extract gems from masterwork equipment

Dualize masterwork equipment created by reinforcement with each other Doing so produces gems that inherit each of their special effects. This is called extraction. The newly created gems can become equipment and can also be fused with other gems through Dualize. Extraction can only be performed on combinations of weapon with weapon or armor with armor. When a gem is extracted, all special effects added by reinforcement are lost, but the equipment's base performance does not change. Also, the masterwork equipment returns to ordinary equipment and can be reinforced again via Dualize.

Unlike equipment, gems have the feature of granting multiple special effects to a character. See page 161 and following for how gem sp

Enhance gem effects by fusion

Fusion refers to dualize, which combines gems extracted from mastered equipment to create a higher-performance gem. Both source gems disappear, but the produced gem inherits the properties and special effects of both. The gem's name is formed of "kanji + katakana": the kanji part is determined by the total rank value of the gem's special effects, and the katakana part represents the special effects. If two special effects are attached, the name combines both (for example, "Attack" and "Mind" might combine into something like "Atando").

The names in the katakana sections list the higher-ranked of the two special effec if the ranks are the same, the special effect with the larger effect number (→P172

● Gem Names

Gem Name	Refining Stone	Refined Item	Mirror Pearl	Adhesive Core, Luminous Crystal, Holy Stone	Holy Crystal, Holy Stone	Secret Stone, Secret Crystal	Divine Stone, Secret Pearl, Divine Pearl and D
Total Rank	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Enhance gems at the gem polishing shop

When you clear Travel 34 "Her Polishing Tools" (→P401), a "Gem Polishing Shop" opens in Yuriberte. If you pay Gald at this shop and leave a gem, they will raise the rank of that gem's special effect by one. After leaving a gem, you only need to wait for the polishing to finish; talking to the shop and offering food as a treat during the process can shorten the polishing time.

The time required for polishing can be determined by the response when you speak to Maren in the shop. At that time, you car

● Time required for polishing

Message	Duration
It will take so long that you'd better forget about it for a while.	24 minutes or more
It will take a considerable amount of time to complete.	24 minutes
It will take quite a while to complete.	12 minutes
There is still a long time remaining until completion.	6 minutes
It will take a fair amount of time to complete.	2 minutes
Please wait a moment until completion	1 minute
Please wait a little longer until completion	12 seconds
Please wait just a little bit longer until completion	5 seconds

● Effects of offering a treat

Cooked dishes	Time reduction rate
Pumpkin Pudding	Remaining time reduced by 30%
Peach Compote	Remaining time reduced by 25%
Grape Compote	Remaining time reduced by 20%
Banana Pie	Remaining time reduced by 15%
Apple pie	Remaining time reduced by 10%

Joining

Combine the effects of two types of checks

Gems that have check-type effects which prevent or mitigate status ailments can be combined with check-type gems of different kinds. The dualization of these checks is called Junction; for example, a "Poi-rai Check" can be created to be effective against two different status ailments. Although the rank of each special effect will drop from 9 to 8, equipment that can prevent or mitigate multiple status ailments should be very useful.

● The process and mechanism of Junction

Check 1	Special Effect Decision [9]	
Poison Check	Effect	Prevents/mitigates "Deadly Poison"
×		
Check 2	Special Effect Dispara [9]	
Paralysis Check	Effect	Prevents/mitigates "Paralysis"
⬇		
Joining Results	Special Effects Decision [8] / Disparaie [8]	
Boirai Check	Effect: Prevents or alleviates "Severe Poison" and "Paralysis"	

● Check created by joining

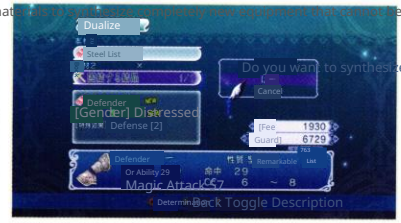
Check Name	Combination of Joints			Affected Status Ailments	
Poilai Check	Poison Check	×	Paralai Check	Potent Poison	Paralysis
Boiz Check	Poison Check	×	Freeze Check	Potent Poison	Frozen
Boining Check	Poison Check	×	Burning Check	Potent Poison	Burn
Boil-on Check	Poison Check	×	Stone Check	Potent Poison	Petrification
Boilow Check	Poison Check	×	Slow Check	Potent Poison	Slowed
Poil Check	Poison Check	×	Seal Check	Potent Poison	Sealed
Poias Check	Poison Check	×	Car Check	Potent Poison	Cursed Kill
Poiiku Check	Poison Check	×	Week Check	Potent Poison	Debuff
Barize Check	Baralai Check	×	Freeze Check	Paralysis	Frozen
Baraning Check	Parallelai Check	×	Burning Check	Paralysis	Burn
Paraon Check	Parallelai Check	×	Stone Check	Paralysis	Petrification
Baralow Check	Baralai check	×	Slow Check	Paralysis	Slowed
Barail Check	Paralai check	×	Seal Check	Paralysis	Sealed
Baraasu check	Baralai check	×	Car Check	Paralysis	Cursed Kill
Baraiku check	Paralai Check	×	Week Check	Paralysis	"Weakening
Furiningu check	Freeze Check	×	Burning Check	Frozen	Burn
Furion check	Furiizu check	×	Stone Check	Frozen	Petrification
Furirou check	Furiizu check	×	Slow Check	Frozen	Slowed
Furiru check	Freeze Check	×	Seal Check	Frozen	Sealed
Furiasu check	Freeze Check	×	Car Check	Frozen	Cursed Kill
Furiiku check	Freeze Check	×	Week Check	Frozen	Debuff
Baon check	Burning Check	×	Stone Check	Burn	Petrification
Barlow check	Burning Check	×	Slow Check	Burn	Slowed
Vile Check	Burning Check	×	Seal Check	Burn	Sealed
Baras Check	Burning Check	×	Curse Check	Burn	Cursed Kill
Bite Check	Burning Check	×	Weak Check	Burn	Debuff
Strow Check	Stone Check	×	Slow Check	Petrification	Slowed
Stoyle Check	Stone Check	×	Seal Check	Petrification	Sealed
Storas Check	Stone Check	×	Curse Check	Petrification	Cursed Kill
Stoik Check	Stone Check	×	Weak Check	Petrification	Debuff
Sroil Check	Slow Check	×	Seal Check	Slowed	Sealed
Sroas Check	Slow Check	×	Car Check	Slowed	Cursed Kill
Sroik Check	Slow Check	×	Week Check	Slowed	Debuff
Siias Check	Seal Check	×	Car Check	Sealed	Cursed Kill
Siik Check	Seal Check	×	Week Check	Sealed	Debuff
Ka'aiku Check	Car Check	×	Week Check	Cursed Kill	Debuff

Modification • Synthesis • Cooking

Create new equipment through modification

In modification, a specific weapon is combined with the corresponding mat[illegible]e obtained elsewhe[illegible]

In modification, the synthesis materials usable are those whose names include "Crystal"; the type of crystal determines which weapons can be combined. Crystals can be obtained from treasure chests and the like, and can also be created through Elespot or Dualize synthesis. When performing a modification, the two materials are consumed, but for any weapon that has been enhanced even once, half of the performance increase from enhancement is carried over to the finished product. See the example below for how this works. Mechanism for inheriting enhancement performance in modification



Once you obtain crystals, check at the shop's Dualize to see if there are any weapons that can be modified. The equipment can be either an enh

●

Before Dualize				Enhancement Res				Modification Results		
Longsword				Steel Sword +1				Flamberge		
Attack Power	Magic Attack Power	Accuracy	Strong	Attack Power	Magic Attack Power	Accuracy	Modification	Attack Power	Magic Attack Power	Accuracy
48	96	24		52	99	26		59	116	30
				+4	+3	+2		+2	+2	+1

When remodeled, half of the value that had increased through enhancement up to that point is inherited (rounded up to the nearest whole number). Ho

Create items through alchemy

Mixing consumable items and synthesis materials to produce different items is called alchemy. The combination of materials is fixed for each resulting item, and you can create valuable sellable items as well as herb-type items that boost parameters.

Once an item has been made, it can be multiplied at an Aether Spot, so refer to the "Dualize Data" starting on page 558 and create many items. Materials can be obtained from enemy drops or collected at Light Points and Discoveries.

Enhance healing options with cooking

Cooking can be done via Dualize, using ingredients or prepared dishes as materials. Cooked items are excellent because they can restore the HP of all party members, and many also grant additional effects such as stat increases. They can be used from the "Items" menu, but note that in some cases no effects other than HP recovery are granted.

Cooked dishes must be placed at an Aether Spot; their effects are activated either during battle or at the end of battle. In either case, after using a dish you cannot use another dish until you have fought once.

● Recommended dishes

Dish name	How to make	Energy consumed	Effect/Notes
Salmon Rice Ball	Onigiri × Salmon	23	Onigiri-style dishes are all easy to activate during battle and consume little energy, making them handy in the early stages of an adventure. Among them, the "Salmon Oni
Grilled Chicken Bowl (Yakitori Don)	Chicken Dishes	52	This is another dish you can make from the start. Its effect activates when the party's average H it also doubles the SP gained in that battle, providing significant benefits for character developr
Omu-soba (Omelet with Fried Noodles)	Omelet × Yakisoba (Omelet with Fried Noodles)	81	The HP recovery amount is large at 52%, and it also doubles the EXP gained in that battle. Use it from mid-game onward—when enemies get stronger and Erespott's maxir
Grated Daikon Steak	Steak × Daikon (Japanese Radish)	111	Its 56% HP recovery is attractive, and if you have enhanced equipment equipped the battle will count as four battles for enhancement purposes, making it easier to cra
Fish & Chips	Potato × Cod	61	If you finish a battle within 20 seconds, the fragment drop rate is doubled. Repeatedly fight in areas where weak enemies appear to gather many fragments for equipmen
Mapo Eggplant	Mapo Tofu × Eggplant	93	Everyone's HP is restored by 76%, then recovers an additional 1% HP every second thereafter. Furthermore, all status ailments are completely cured. If made into "Mapo C

Property data

There are 54 types of properties that can be attached to equipment, gems, and fragments. Of these, twelve types of rarity 7 appear only if you purchase "Property Unlock" at the Grade Shop when starting

Rarity	Properties	Equipment growth						Enhancement Cost Multiplier	Sell Multiplier	Can be sold to the armo
		Attack Power	Magic Attack Power	Hit Rate	Defense	Magic Defense	Evasion Rate			
1	Sharp	4	3	2	3	2	2	4	2.0	40%
	Hard	2	2	3	4	3	2	4	2.0	20%
	Cool	3	4	2	2	2	3	4	2.4	20%
	Beautiful	2	2	3	3	4	2	4	2.6	15%
	Rough	2	3	4	3	2	2	5	1.6	50%
	Smooth	3	2	2	2	3	4	5	2.5	40%
	Bulky	4	4	0	4	4	0	5	1.5	55%
	Refreshing	0	3	5	0	3	5	5	2.5	40%
2	Bold	6	3	2	4	3	3	6	2.3	60%
	Elegant	3	2	6	3	4	3	6	2.5	70%
	Refined	3	6	2	4	3	3	5	2.2	85%
	Antique style	3	3	4	3	2	6	6	1.5	90%
	Gentle-tempered	3	4	3	2	6	3	6	1.8	85%
	Stubborn	4	3	3	6	3	2	7	1.0	95%
3	Ominous	8	3	2	5	4	3	7	2.2	90%
	Prickly	2	8	3	5	3	4	8	2.1	90%
	Chilly	4	3	5	2	3	8	7	2.3	90%
	Oppressively hot	3	2	8	5	3	4	6	1.0	140%
	Severe	3	4	5	8	2	3	7	2.7	100%
	Solemn	3	4	4	3	8	2	7	2.6	100%
4	Wild	8	0	7	3	3	7	9	3.5	90%
	Gentlemanly	3	3	9	3	3	9	7	3.5	130%
	Overbearing	7	8	0	7	7	0	9	3.0	150%
	Exciting	6	9	0	4	5	4	8	2.0	30%
	Mysterious	5	4	4	0	9	6	4	3.5	160%
	Punctual	9	3	2	9	2	3	8	4.5	10%
5	Wonderful	3	4	10	6	5	4	9	4.0	140%
	Gorgeous	4	5	6	10	3	4	7	5.0	1%
	Dangerous	10	3	4	5	4	6	10	3.0	200%
	Soulful	3	10	4	6	4	5	8	4.0	150%
	Dandy	4	5	6	4	3	10	9	3.0	170%
	Heartful	5	5	6	4	10	3	8	3.5	90%
6	Nothing special	1	1	1	1	1	1	5	0.5	10%
	Ordinary	2	2	2	2	2	2	5	0.5	10%
	Doesn't Matter	3	3	3	3	3	3	4	0.5	10%
	Don't care	4	4	4	4	4	4	4	0.5	10%
	Calmly	5	5	5	5	5	5	3	0.5	10%
	Ordinary	6	6	6	6	6	6	3	0.5	10%
	Subdued	7	7	7	7	7	7	2	0.5	10%
	Unobtrusive	8	8	8	8	8	8	2	0.5	10%
	Lacking	9	9	9	9	9	9	1	0.5	10%
	Presence is like air	10	10	10	10	10	10	1	0.5	10%
7	Woodrow-like	4	5	10	2	2	15	4	5.0	10%
	Barbatos-like	15	15	15	15	15	15	20	5.0	50%
	Luke-like	10	12	5	7	8	9	11	5.0	50%
	Kongman-san	10	0	0	10	0	0	10	5.0	50%
	Roni-sa	15	10	0	20	5	2	15	5.0	50%
	Natalia-sa	2	5	20	5	10	15	13	7.0	50%
	Nunnally-like	2	10	15	6	7	10	12	5.0	50%
	Guy-like	12	13	10	5	5	20	18	5.0	50%
	Genius	5	5	5	5	5	5	5	5.0	50%
	Mr. Kyle	12	12	22	12	12	22	13	5.0	50%
	Eugene-sa	12	8	1	15	2	5	16	5.0	50%
	Caius-sa	4	4	4	3	3	3	9	5.0	50%

Special Effect Data

The 86 types of special effects increase in potency when equipped as their rank rises. Special effect numbers are assigned to 1–74; special effects beyond that do not relate to Dualize.

Special Effect No.	Special effects	Effect	Effect Increase Values by Rank									
			[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[★]
1	Attack	Physical attack increases	10	17	24	31	38	45	52	59	66	73
2	Defense	Defense increases	10	17	24	31	38	45	52	59	66	73
3	Mind	Magic attack increases	10	17	24	31	38	45	52	59	66	73
4	Resist	Magic defense increases	10	17	24	31	38	45	52	59	66	73
5	Hit	Accuracy increases	10	17	24	31	38	45	52	59	66	73
6	Evasion	Evasion increases	10	17	24	31	38	45	52	59	66	73
7	Vital	Maximum HP increases	100	190	280	370	460	550	640	730	820	910
8	Speed	Movement speed increases during combat	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%
9	Gain	Recover HP when defeating an enemy	50	80	110	140	170	200	230	260	290	320
10	Absorb	Recover HP when an attack hits	8	12	16	20	24	28	32	36	40	44
11	Breath	Effect of techniques that recover HP increased	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
12	Tension	Recover HP on critical hit	30	40	50	60	70	80	90	100	110	120
13	Holy	Automatically restores HP at regular intervals during battle	15	20	25	30	35	40	45	50	55	60
14	Rescue	When HP falls to 10% or below during battle, 50% chance to recover HP	12%	16%	20%	24%	28%	32%	36%	40%	44%	48%
15	Poison	Attack gains the "Deadly Poison" trait	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
16	Paralyze	Attack gains the "Paralysis" property	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
17	Freeze	Attack gains the "Frozen" property	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
18	Burn	Attack gains the "Burn" property	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
19	Stone	Attack gains the "Petrify" property	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
20	Slow	Attack gains the "Slow" property	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
21	Revenge	When defending, there is a chance to increase the maximum CC	8%	11%	14%	17%	20%	23%	26%	29%	32%	35%
22	Revamp	When evading, there is a chance to increase the maximum CC	24%	30%	36%	42%	48%	54%	60%	66%	72%	78%
23	Refeed	When defeating an enemy, the maximum CC increases	1	1	2	2	3	3	4	4	5	5
24	Rise	The minimum CC increases	1	1	1	2	2	2	3	3	3	4
25	Exceed	The maximum CC increases	1	2	2	3	3	4	4	5	5	6
26	Reforge	CC recovery speed increases	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
27	Warrior	Attack power and Defense increase	8	12	16	20	24	28	32	36	40	44
28	Sorcerer	Magic Attack power and Magic Defense increase	8	12	16	20	24	28	32	36	40	44
29	Assassin	Accuracy and Evasion increase	8	12	16	20	24	28	32	36	40	44
30	Braver	Attack power and Magic Attack power increase	8	12	16	20	24	28	32	36	40	44
31	Paladin	Magic Defense and Evasion increase	8	12	16	20	24	28	32	36	40	44
32	Hunter	Defense and Accuracy increase	8	12	16	20	24	28	32	36	40	44
33	Decision	Reduce the duration of the status ailment "Deadly Poison"	28%	36%	44%	52%	60%	68%	76%	84%	92%	100%
34	Disparal	Reduce the duration of the status ailment "Paralysis"	28%	36%	44%	52%	60%	68%	76%	84%	92%	100%
35	Dislees	Reduce the duration of the status ailment "Freeze"	28%	36%	44%	52%	60%	68%	76%	84%	92%	100%
36	Divine	Reduce the duration of the status ailment "Burn"	28%	36%	44%	52%	60%	68%	76%	84%	92%	100%
37	Distone	Reduce the duration of the status abnormality "Petrification"	28%	36%	44%	52%	60%	68%	76%	84%	92%	100%
38	Disallow	Reduce the duration of the status ailment "Slow"	28%	36%	44%	52%	60%	68%	76%	84%	92%	100%
39	Disseal	Reduce the duration of the status ailment "Seal"	28%	36%	44%	52%	60%	68%	76%	84%	92%	100%
40	Discarse	Reduce the duration of the status ailment "Curse"	28%	36%	44%	52%	60%	68%	76%	84%	92%	100%
41	Dis-sick	Reduce the duration of the status ailment "Delay"	28%	36%	44%	52%	60%	68%	76%	84%	92%	100%

Special Effect No.	Special effects		Effect Increase Values by Rank									
			[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[★]
43	Vamisaido	Damage to the "Insect" race increases	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
44	Pirates	Damage to the "Aquarium" race increases	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
45	Dandy	Increased damage to the "Reptile" race	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
46	Dry	Increased damage to the "Plant" race	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
47	Wild	Increased damage to the "Beast" race	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
48	Eraser	Damage to the "Amorphous" race increases	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
49	Slayer	Damage to the "Dragonkin" race increases	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
50	Killer	Damage to the "Human" race increases	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
51	Necromancer	Damage to the "Ethereal" race increases	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
52	Crusher	Increased damage to the "Avian Inorganic" race	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
53	Angel	Increased damage to the "Fey-Demon" race	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
54	Junk	Increased damage to the "Mechanical" race	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
55	Sacred	Increased damage to the "Violent Star" race	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%
56	Disbard	Reduces damage from the "Bird" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
57	Disinsect	Reduces damage from the "Insect" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
58	Distick	Reduces damage from the "Aquarium" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
59	Disrept	Reduce damage from the "Reptile" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
60	Displan	Reduce damage from the "Plant" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
61	Dispist	Reduce damage from the "Beast" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
62	Disnown	Reduces damage from the "Amorph" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
63	Disdragon	Reduces damage from the "Dragon" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
64	Disman	Reduce damage from the "Human" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
65	Dispirit	Reduces damage from the "Spirit" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
66	Dismatter	Reduces damage from the "Inorganic" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
67	Disdevil	Reduces damage from the "Fiend" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
68	Dismachine	Reduce damage from the "Machine" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
69	Dischaos	Reduce damage from the "Star" race	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
70	Act Charge	Increase natural accumulation rate of the Accel Gauge	10%	13%	16%	19%	22%	25%	28%	31%	34%	37%
71	Act Time	The duration of Axle Mode's effect has increased	10%	14%	18%	22%	26%	30%	34%	38%	42%	46%
72	Akhiiru	Acceleration gauge increases when HP is recovered	8%	9%	10%	11%	12%	13%	14%	15%	16%	17%
73	Aqueresu	Eres gauge increases when Accel Mode is activated	7%	9%	11%	13%	15%	17%	19%	21%	23%	25%
74	Rikyuā (Rikya)	Recover CC when transitioning to wait after an attack	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%
—	Physical Damage	When near death, damage dealt increases	15%	30%	—	—	—	—	—	—	—	—
—	Fipribenn	When near death, damage received is reduced	10%	20%	—	—	—	—	—	—	—	—
—	Fikuriti	When near death, critical hit rate increases	25%	50%	—	—	—	—	—	—	—	—
—	Fisty	When near death, stagger duration is shortened	20%	40%	—	—	—	—	—	—	—	—
—	Fichein	When near death, CC recovery speed increases	—	20%	—	—	—	—	—	—	—	—
—	Fisubel	When near death, spell casting speed increases	10%	20%	—	—	—	—	—	—	—	—
—	Penetrate	Apply steel body when drawing weapon	1	—	—	—	—	—	—	—	—	—
—	Boost	Charge time for charged techniques is shortened	10%	—	—	—	—	—	—	—	—	—
—	Trick	Chance to shorten transition to dual swords	20%	—	—	—	—	—	—	—	—	—
—	Share	During combat, healing spells also heal oneself	10%	—	—	—	—	—	—	—	—	—
—	Axel	Speed of returning the weapon increases	18%	—	—	—	—	—	—	—	—	—
—	Shield	While casting a spell, chance to apply steel body	15%	—	—	—	—	—	—	—	—	—

Area-specific Fragment Acquisition Rate Data

The types of shards obtainable in battle and which attributes those shards can have are determined by location-specific probabilities. The table below summarizes that. The numeric units are %, and "-" me

	Main Story + Zo-on Cage	Types of shards (Pieces)																										Properties			
																												Rarity 1			
		Attack	Defense	Mind	Resist	Hit	Evasion	Vital	Speed	Gain	Absorb	Breath	Tension	Holy	Rescue	Paralyze	Poison	Freeze	Burn	Stone	Slow	Revamp	Revenge	Refined	Rise	Exceed	Reforge	Sharp	Hard	Cool	Beautiful
1	Rant's Backhill	20	—	—	—	27	23					—	—	—	—		—							—	—	13	—	33	—	—	—
	Below the Cliff of Rant's Backhill	20	—	—	—	27	23					17	—	—	—		—							—	—	—	13	33	—	—	32
2	王都地下(No.054～)	—	—	27	23	20	—					—	17	—	—		—							13	—	—	—	33	—	—	—
	王都地下(No.055～)	—	—	21	18	15	—					—	—	—	—		—							10	—	—	—	33	—	—	—
3	Oren Forest Ⅰ	27	23	20	—	—	—					—	—	—	—		—							—	—	—	—	33	—	—	—
4	Seaside Cave	—	23	20	17	—	—					—	—	—	—		—							—	—	—	—	33	—	—	27
5	Wallbridge Underground Ruins	15	—	—	—	21	18					—	—	13	—		23							—	—	10	—	33	—	—	—
6	Wallbridge	—	23	21	15	—	—					—	—	—	—		—							—	—	—	—	33	—	—	—
7	Baronia Castle	—	—	—	21	18	15					13	—	—	—		—							—	—	—	—	33	—	—	—
8	Inside Rock Gagan	19	16	10	—	—	—					—	12	—	—		—							—	—	—	—	33	—	—	—
9	Strata Desert Ruins	—	19	16	14	10	—					—	—	12	—		—				21			8	—	—	—	33	—	—	—
10	Sneak Laboratory	8	—	—	—	17	13					—	30	—	—		—							15	—	—	—	33	—	—	—
	11 Fendel Government Tower	10	8	—	—	—	17					—	—	30	—		—							7	—	—	—	33	—	—	19
12	Fendel Iceberg Ruins	17	13	10	8	—	—					—	—	—	—		—							—	—	7	—	33	—	—	—
13	Ruins Buried in Sand	—	—	—	—	18	17					—	—	—	15		—				13			8	7	—	—	33	—	—	—
14	Ruins Sealed by Snow	—	—	17	13	10	7					8	—	—	—		—							—	—	15	—	33	—	—	—
15	Cornell Research Facility	—	—	—	—	17	13					—	—	8	—		—							—	12	—	18	33	—	—	—
16	Basis Military Base	10	7	—	—	—	—					—	—	—	15		—							—	—	18	—	33	—	—	—
17	Lambda	13	10	7	—	—	—					—	—	—	—		—							—	12	—	2	33	—	—	—
	Gardia Shaft (Upper Layer)	18	17	13	10	7	—					—	—	—	—		15							—	—	8	—	33	—	—	—
18	Gardia Shaft (Middle Layer)	—	18	17	13	10	7	—				—	—	—	—		—				13			—	—	—	8	33	—	—	—
	Gardia Shaft (Lower Layer)	—	18	17	13	10	7	—				—	—	—	—		—							—	—	—	8	33	—	—	—
19	East Rant Highway	—	—	27	23	20	—	—			17	—	—	—	—		—							—	13	—	—	33	—	—	—
20	North Baronia Road	—	27	23	20	—	—	—			—	—	—	—	—		—							—	—	—	—	33	—	—	32
21	West Rant Road	27	23	20	—	—	—	—			—	—	—	—	—		—							—	—	—	—	33	—	—	—
22	North Rant Road	—	—	—	27	23	20	—			—	—	—	—	—	17	—	—	—	—				—	13	—	—	33	—	—	—
23	South Palonia Highway	—	—	—	21	18	15	—			—	—	23	—	—	—	—	—	—	—				—	10	—	—	33	—	—	23
24	Grellside Highway	18	15	—	—	—	21	—			—	—	—	23	—	—	—	—	13	—	—	—	—	—	—	—	17	33	—	—	27
25	Old Grell Road	21	18	15	—	—	—	—			—	—	—	—	36	—	—	—	—	—	—	—	—	—	—	—	—	33	—	—	—
26	Strata Rocky Desert	10	—	—	—	19	16	14			—	—	—	—	—	—	—	—	—	—	12	—	—	—	—	8	—	33	—	—	—
27	Strata Great Desert - East	14	10	—	—	—	19	16			—	—	21	—	—	—	—	—	—	12	—	—	—	—	—	8	—	33	—	—	—
28	Strata Great Desert — West	19	16	14	10	—	—	—			—	—	—	21	—	—	—	—	—	12	—	—	—	—	—	—	—	33	—	—	21
29	Strata Great Desert — North	—	19	16	14	10	—	—			—	—	—	—	33	—	—	—	—	—	—	—	—	—	—	—	—	33	—	—	—
30	Fendel Border Region	17	13	10	8	—	—	—			—	—	—	—	30	—	—	—	—	—	—	—	—	—	—	—	—	33	—	—	19
31	Fendel Mountain Tunnel	—	17	13	10	8	—	—		30	—	—	—	—	—	—	—	—	—	—	—	—	—	—	7	—	—	33	—	—	—
32	Fendel Plateau	—	—	17	13	10	8	—		—	3	—	—	—	—	—	—	—	—	—	—	15	—	—	—	7	—	33	—	—	—
33	Mount Zavēt	—	—	—	17	13	10	8		—	—	—	—	—	—	—	—	—	—	—	—	7	15	—	—	—	—	33	—	—	—
	Route 34 to the Ice Sea	13	10	8	—	—	—	17		—	—	—	—	—	30	—	—	15	—	—	—	—	—	—	—	—	—	33	—	—	—
35	Uncharted Snow Road	—	17	13	10	7	—	—		18	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	33	—	—	—
36	Untrodden Desert	—	18	—	—	—	—	17		—	—	—	—	13	—	12	—	—	—	10	8	—	—	—	—	—	—	33	—	—	—
37	District 13	—	—	—	17	13	10	7		—	—	—	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	33	—	—	—
	District 38 66	7	—	—	—	—	17	13		—	—	—	—	—	15	8	—	—	—	—	—	12	—	—	—	—	—	33	—	—	—
	Zo-on Keiji Floor 1	18	—	17	—	15	—	—	—	13	1	—	—	—	—	—	—	—	—	—	—	8	—	—	—	—	—	33	—	—	—
	Zo-on Keiji/Floor 2	10	—	8	—	7	—	—	—	18	1	—	—	—	—	—	—	—	—	—	—	13	—	—	—	—	—	33	—	—	—
	Zo-on Keiji/Floor 3	15	—	13	—	12	—	—	—	10	8	7	—	—	—	—	—	—	—	—	—	18	—	—	—	—	—	33	—	—	—
	So-on Keiji/Floor 4	—	13	—	12	—	10	—	—	—	—	—	—	—	—	—	—	—	18	17	15	—	8	—	—	7	—	33	—	—	18
39	So-on Keiji/Floor 5	—	18	—	17	—	15	—	—	—	—	—	—	—	—	—	—	—	10	8	7	—	13	—	—	12	—	33	—	—	—
	So-on Keiji/Floor 6	—	10	—	8	—	7	—	—	—	—	—	—	—	—	—	—	—	15	13	12	—	18	—	—	17	—	33	—	—	—
	Zo-on Keiji/Floor 7	—	—	—	—	—	—	—	—	—	—	—	18	17	15	13	12	10	—	—	—	—	—	8	—	—	—	33	—	—	—
	Zo-on Keiji/Floor 8	—	—	—	—	—	—	—	—	—	—	—	10	8	7	18	17	15	—	—	—	—	—	13	—	—	—	33	—	—	—
	Zo-onkeiji/Floor 9	—	—	—	—	—	—	—	—	—	—	—	15	13	12	10	8	7	—	—	—	—	—	18	—	—	—	33	—	—	—
	Zo-on Keiji Floor 10	15	13	12	10	8	7	18	17	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	33	18	—	—

Prof

Rarity 1				Rarity 2						Rarity 3								Rarity 4							Rarity 5							Rarity 6						
キャラクター	Smooth	Bulky	Refreshing	Bold	Elegant	上品	Antique style	Warm-hearted	Stubborn	Ominous	Prickly	Chilly	Oppressively hot	and stiff	Heavy	Wild	Gentlemanly	Authoritative (Weitian)	Exciting	Mysterious	Groundbreaking	Wonderful	Gorgeous	Dangerous	Soulful	Dandy	Heartful	Nothing special	Ordinary	Doesn't Matter	Don't care	Calmly	Ordinary	Subdued	lacking Unobtrusive	Somewhat	Presence is like air

Lineage Toward the Future	Type of fragment (○○ piece)																								Properties			
																									Rarity 1			
	Attack	Defense	Mind	Resist	Hit	Vital	Speed	Gain	Absorb	Breath	Tension	Holy	Rescue	Poison	Paralyze	Burn	Freeze	Stone/Slow	Revenge	Revamp	Refeed	Rise	Exceed	Sharp	Reinforce	Cool	Hard	Beautiful
Wind Turbine Ruins	—	23	20	—	—	—	—	—	—	17	—	—	—	—	—	27	—	—	—	13	—	—	—	—	27	—	—	—
40 Wind Turbine Ruins (1)	—	—	—	21	18	15	—	—	—	—	—	—	—	—	13	—	—	23	—	—	—	10	—	—	—	23	—	21
Wind Turbine Ruins (2)	18	15	—	—	—	21	—	—	—	—	—	—	—	—	—	—	13	—	23	—	—	—	—	10	—	—	—	23
41 Fendel Iceberg Ruins	—	16	14	10	—	—	—	—	—	—	—	21	—	—	—	—	19	12	—	—	8	—	—	—	—	23	—	21
42 Strata Desert Ruins	—	13	10	8	—	—	—	—	—	—	—	—	30	—	—	—	—	—	17	—	15	—	7	—	—	23	—	21	—
43 Elemental Research Institute	18	15	—	—	—	—	—	—	—	—	—	—	36	—	—	—	—	—	21	10	—	—	—	—	—	—	—	—	—
44 Otherworldly Paradise	—	10	—	—	—	19	16	—	—	—	21	—	—	—	14	—	—	12	—	—	—	—	—	—	8	—	21	—	—
Rastakanan (Upper Layer)	—	—	21	18	—	13	—	—	—	—	—	—	23	—	—	—	15	—	—	—	—	—	10	—	—	—	—	21	19
45 Rastakanan (Lower Layer)	—	17	13	10	8	—	—	—	30	—	—	—	—	—	—	—	—	—	—	—	—	15	—	7	—	21	—	—	—
Rasta-Kanan (Fodra's Core)	17	13	10	8	—	—	—	30	—	—	—	—	—	—	—	—	—	—	—	—	—	15	—	7	—	21	—	—	—
46 East Rant Highway	—	—	—	23	20	—	—	—	17	—	—	—	—	27	—	—	—	—	—	—	—	13	—	—	—	—	—	27	—
47 District 13 / District 66	10	—	—	—	19	16	14	—	—	21	—	—	—	—	—	—	—	—	12	—	—	—	8	—	21	—	—	19

*1 ····· After party separation, When controlling the Aspel party
*2 ····· After party separation, When controlling Hubert and his group

World Map: Area-by-Area Shard Drop Rate Data Support

Area not on the surface

15 16 17 37
38 39 43 44
45 47

Properties

Rarity 2				Rarity 3						Rarity 4						Rarity 5					Rarity 6							
Rough	Sincere	Bulky	Refreshing	Bold	Elegant	Rational	Quick and Firm	Ordinary	Playful	Chilly	Solemn	Rigorous	Heart-oppressive	Wild	Gentlemanly	Weiwang's	Exciting	Mysterious	Phasic	Wonderful	Gorgeous	Soulful	Dangerous	Dandy	Heartful	Nothing special	Not noticeable	Mediocre	Don't care	Calmly	Ordinary	Unsatisfying	Unobtrusive	Plain	Presence is like air
23	20	—	—	—	—	—	17	—	—	—	13	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	18->	15	—	—	13	—	—	—	—	10	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	21	18	—	—	15	—	—	13	—	—	—	—	10	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	18	—	15	—	—	13	—	—	—	—	—	—	10	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18	—	—	—	15	—	—	—	—	13	—	—	—	—	—	—	10	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
21	—	19	—	16	—	—	14	12	—	—	—	—	10	—	—	—	—	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	19	16	—	14	—	—	12	—	10	—	—	—	—	—	—	—	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	16	14	—	12	—	—	—	—	10	—	—	—	—	—	—	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
19	—	—	—	16	14	—	—	12	—	—	—	10	—	—	—	—	—	—	—	—	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—
19	—	—	—	16	14	—	—	12	—	—	—	10	—	—	—	—	—	—	—	—	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	23	20	17	—	—	—	—	13	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	16	14	12	—	—	—	8	—	—	10	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

No.	Area Name	Map Page
1	Rant's Backhill	P218
2	Capital Underground	P225
3	Oren Forest	P206
4	Seaside Cave	P223
5	Wallbridge Underground Ruins	P229
6	Wallbridge	P237
7	Baronia Castle	P242
8	Inside Rock Gagan	P258
9	Strata Desert Ruins	P264
10	Sneak Laboratory	P286
11	Fendel Government Tower	P291
12	Fendel Iceberg Ruins	P294
13	Ruins Buried in Sand	P456
14	Ruins Sealed by Snow	P304
18	Gardia Shaft	P335
19	East Rant Highway	P212
20	North Baronia Road	P207
21	West Rant Road	P248
22	North Rant Road	P217
23	South Palonia Highway	P228
24	Grellside Highway	P230
25	Old Grell Road	P234
26	Strata Rocky Desert	P254
27	Strata Great Desert - East	P257
28	Strata Great Desert - West	P263
29	Strata Great Desert - North	P269
30	Fendel Border Area	P276
31	Fendel Mountain Tunnel	P278

No.	Area Name	Map Page
32	Fendel Plateau	P279
33	Mount Zavët	P282
34	Road to the Frozen Sea	P293
35	Uncharted Snow Road	P303
36	Untrodden Desert	P255
40	Wind Turbine Ruins	P346
41	Fendel Iceberg Ruins (Lineage to the Future)	P349
42	Strata Desert Ruins (Lineage to the Future)	P352
46	East Rant Road (Lineage to the Future)	P212

[Area moved by shuttle]

No.	Area Name	Map Page
15	Cornell Research Facility	P313
16	Basis Military Base (Via District 13 from Telos Astyu)	P316
17	Lambda (Isolated Isle at the Center of the World)	P322
37	District 13 (from Telos Astyu)	P307
38	Area No. 66 (Via District 13 from Telos Astyu)	P315
39	Zo-on Cage	P460
43	Elemental Research Institute	P357
44	Otherworldly Paradise	P359
45	Rasutakanan	P365
47	District 13 / District 66 (Lineage to the Future arc) (from Telos Asty)	P307,P315

is a dungeon is a field

Other Modes and Hidden Elements

Here, two elements related to the progression of the main story and the "Extra" content added after clearing the game are explained. Check Asbel and the others' episodes after the ending in the "Lineage Toward the Future" chapter.

Elements Related to Main Story Progression

Challenge Battle

The "Challenge Battle" selectable from the title menu is a mode that uses save data to stage special battles different from the main game. More battles become available as you progress through the scenario, eventually increasing to 27 types. Challenge Battles do not grant EXP or SP, but you receive an item as a reward only the first time you win. After victory, "Battle Points" are displayed according to the battle's content, and you can compete with players nationwide on the "Ranking" for their scores. Attempt battles with high-level enemies; the more hit counts and simultaneous defeats you achieve, the more points you earn, so be mindful during combat.

The battle points cap is 9,990. Know that the fewer incapacitations and item uses there are, and the faster you finish the battle, the n

● Challenge Battle Flow

Load Save Data

From the title menu, select "Challenge Battle" and then load your save data. Choose a save file where the scenario has progressed.

Select a Battle

When you select "Challenge Battle" from the menu, a list of battles you can attempt will be displayed. Check the reward items and prepare

Start Battle

After selecting a battle, you will move to the menu screen where you can

for combat. Press the button or the button to fini

Trophy Acquisition

When you meet certain conditions in the game, you can obtain "trophies." There are 50 trophies in total. Acquired trophies are recorded in the console's "Trophy Collection," where some acquisition conditions can also be checked. Aim to complete the collection using this book's scenario walkthroughs and various data as references. Note that trophies requiring enemy defeats can be achieved even if the battle rank is set to "Simple." Also, the "Clear on ○○ difficulty! " condition will be considered satisfied even if you change the battle rank only during the final Lambda Angels battle.

A message will appear on the screen when an acquisition condition is met. Defeating powerful enemies can also be attempted in subsequen

● Trophy List

No.	Trophies	Acquisition Conditions	Grade
1	Grace Master	Obtain all trophies No.2–50	Platinum
2	Asbel has acquired 20 titles!	Asbel obtains 20 titles	Bronze
3	Asbel has acquired 50 titles!	Asbel obtains 50 titles	Bronze
4	Asbel has acquired 100 titles!	Asbel obtains 100 titles	Bronze
5	Sophie has acquired 20 titles!	Sophie obtains 20 titles	Bronze
6	Sophie has acquired 50 titles!	Sophie obtains 50 titles	Bronze
7	Sophie has acquired 100 titles!	Sophie obtains 100 titles	Bronze
8	Hubert has acquired 20 titles!	Hubert obtains 20 titles	Bronze
9	Hubert has acquired 50 titles!	Hubert obtains 50 titles	Bronze
10	Hubert has earned 100 titles!	Hubert obtains 100 titles	Bronze
11	Sheria has earned 20 titles!	Sheria obtains 20 titles	Bronze
12	Sheria has earned 50 titles!	Sheria obtains 50 titles	Bronze
13	Sheria has earned 100 titles!	Sheria obtains 100 titles	Bronze
14	Malik has earned 20 titles!	Malik obtains 20 titles	Bronze
15	Malik has earned 50 titles!	Malik obtains 50 titles	Bronze
16	Malik has earned 100 titles!	Malik obtains 100 titles	Bronze
17	Pascal has earned 20 titles!	Pascal has obtained 20 different titles	Bronze
18	Pascal has earned 50 titles!	Pascal earns 50 different titles	Bronze
19	Pascal has earned 100 titles!	Pascal earns 100 different titles	Bronze
20	Richard has obtained 20 titles!	Richard obtains 20 different titles	Bronze
21	Richard has obtained 50 titles!	Richard obtains 50 different titles	Bronze
22	Richard has obtained 80 titles!	Richard obtains 80 different titles	Bronze
23	Cleared: Childhood Chapter	Clear Scenario Chapter 5 (→P203)	Bronze
24	Cleared: Lord of Lant Chapter	Clear Scenario Chapter 10 (→P221)	Bronze
25	Cleared: Recapture of Lant Chapter	Clear Scenario Chapter 17 (→P245)	Bronze
26	Cleared: Strata Conspiracy Chapter	Clear Scenario Chapter 20 (→P259)	Bronze
27	Cleared: Fendel Siege Chapter	Clear Scenario Chapter 25 (→P288)	Bronze
28	Cleared: Beacon of Hope Chapter	Clear Scenario Chapter 29 (→P301)	Bronze
29	Cleared: Fodora Chapter	Clear Scenario Chapter 33 (→P319)	Bronze
30	Final Showdown Chapter cleared	Clear Scenario Chapter 36 (→P340)	Gold
31	Lineage Toward the Future Chapter cleared	Clear Scenario Chapter 45 (→P362)	Silver
32	Rock Gagan defeated!	Defeat Rockgagan (→P403)	Silver
33	The Legendary Three defeated!	Defeat Veigue, Kohaku, and Riara (→P441)	Silver
34	Great Radiant Star Dragon defeated!	Defeat the Great Radiant Star Dragon (P472)	Silver
35	Lambda Teos defeated!	Defeat Lambda Teos (→P473)	Silver
36	Gentleman defeated!	Defeat the Gentleman (→P407)	Silver
37	Difficulty: Second Clear!	Defeat Lambda Angels on Difficulty "Second"	Bronze
38	Difficulty: Hard Clear!	Defeat Lambda Angels on Difficulty "Hard"	Bronze
39	Difficulty: Evil Clear!	Defeat Lambda Angels on Difficulty "Evil"	Bronze
40	Difficulty: Chaos Clear!	Defeat Lambda Angels on Difficulty "Chaos"	Bronze
41	Pierce defeated within 1 minute!	Defeat Pierce within 1 minute (P197)	Bronze
42	Queen Slime defeated within 1 minute!	Defeat Queen Slime within 1 minute (P221)	Bronze
43	Richard defeated within 1 minute!	Defeat Richard within 1 minute (P245)	Bronze
44	Dis Patel defeated within 1 minute!	Defeat Dis Patel within 1 minute (P260)	Bronze
45	Kurtz defeated within 1 minute!	Defeat Kurtz within 1 minute (→P290)	Bronze
46	Polycarpos defeated within 1 minute!	Defeat Polycarpos within 1 minute (P302)	Silver
47	Lambda defeated within 1 minute!	Defeat Lambda within 1 minute (→P310)	Silver
48	Lambda Anguis defeated within 1 minute!	Defeat Lambda Anguis within 1 minute (P340)	Gold
49	Fodrak Queen defeated within 1 minute!	Defeat Fodrak Queen within 1 minute (P364)	Silver
50	Elespot Maximum	Set Elespot's maximum energy to 9999	Silver

Post-clear Content

Lineage Toward the Future

After clearing the main story, an "Extras" option will be added to the title menu. Selecting "Lineage Toward the Future" from there lets you carry over your clear data and start an epilogue scenario set at a later date. The "Lineage Toward the Future" mode adds new titles and a weekly feature called Accel Mode, as well as many sub-events and Groovy Chats. While enjoying the "after" story that connects to the main epilogue, be sure to collect those elements as well.

Museum

The "Museum" is also a menu item within "Extras"; choosing it transports you to a room full of Nekonin. There you can replay movies and Groovy Chats you have seen during your playthrough, and listen to background music in the sound test. Visit once you have progressed in your adventure to look back on your memories of the journey. By the way, how many chats you triggered during the game can be checked in the Users' Book "Records." Clear all sub-events without missing any and fill every chat entry in the "Museum."

There is a similar facility in the Nekonin village accessible via a sub-event (452), but that one does not have a shop. Moving to the front will retu

Carry Over and Start from the Beginning

If you select "Continue with New Game+" from the "Extras" option in the title menu, you can use cleared data to attempt a second playthrough of the main story. At that time, by using the "Grade Shop" you can start the game with bonuses such as "Carry over the title earned at clear" and "Earned gald is doubled." Purchases in the Grade Shop require gald obtained during the first playthrough.

Grades are required, and the amount and breakdown of those acquired are displayed when you load cleared data with "Carry Over from the Beginning". To make the second-playthrough adventure easier, earn many titles and skills and clear numerous sub-events to accumulate a large number of grades. Note that from the third playthrough onward, you can also play while carrying over data from previous playthroughs.

● Types of Grades and Acquisition Conditions

Item	Maximum Value	Conditions/Notes
Clear Bonus	900	The bonus is calculated as "Number of clears × 200 - 100 + (50 × Battle Rank Modifier (*))".
Title Bonus	999	The bonus is the "number of titles obtained".
Skill Bonus	300	"Number of acquired skills +15" becomes a bonus
Technique Count Bonus	300	"Number of techniques whose count reached 9999" becomes a bonus
Book Completion Bonus	1200	100 per completed book
Sub-Event Bonus	420	"Number of cleared sub-events × 5" becomes a bonus
Combo Bonus	999	"Maximum combo hit count" becomes a bonus
Technical Bonus	256	"Achievement count of Technical Bonus +10" becomes a bonus
Extra Bonus	999	Clearing one floor of So-on Keiji (→P460) gives 100. If the floor has already been cleared once, it gives 1.
Time Bonus	100	Clearing within 12 hours gives 100. If it takes more than 12 hours, the gained value decreases by 25% for each addition
Tenacity Bonus	100	All characters clear without anyone ever becoming incapacitated.
Mass Destruction Bonus	200	The "number of Soul Orbs obtained" counts as the bonus.
Gummi-avoidance Bonus	100	Clear without using any Gummies during battle.
Weapon Enhancement Bonus	99	"Maximum Number of Weapon Enhancements" becomes a bonus

* Simple: 1 / Normal: 2 / Second: 3 / Hard: 4 / Evil: 5 / Chaos: 6

● Grade Shop List

Item	Required Grade	Details
Title Inheritance	30	Inherit acquired titles. Titles to be inherited are added when reaching adolescence.
Mastery Skill Inheritance	2500	Inherit learned skills
Handover of Erespot	70	Carry over Eレスポット's maximum energy value and number of sets
Carry over Gald	270	Carry over half of possessed Gald
Carry over preferred-customer stamps	30	Carry over the state of the stamp card
Carry over technique usage counts	50	術・Carry over the count of techniques
Carry over books	10	Carry over the state of all books
Carry over battle items	60	Carry over all items usable in battle
Fragment item carryover	90	Carry over fragments among material items
Herb growth carryover	70	If herb-type items have increased stats or parameters, carry over half of the increase
Convert experience points into gald	50	At the end of battle, half of the earned experience is converted into gald
Double experience	90	Earned experience is doubled. With "5x Experience" together becomes 10x
5x Experience	400	Experience gained is multiplied by 5. Combined with "Experience x2" makes it x10.
Half Experience	10	Experience gained is halved.
Double Skill Points	200	SP gained is doubled. Combined with "Triple Skill Points" it results in 6×.
Triple Skill Points	1000	SP gained is tripled. Combined with "Double Skill Points" it results in 6×.
A Mastery Seen Before	20	If you have equipped a title mastered in a previous run, SP gained is doubled.
Double Item Drop Rate	120	The chance for enemies to drop items is doubled.
Dualize Price 1/4	100	The cost for dualizing is reduced to one quarter.
Ellipse Pot Performance Up	50	The acquisition rate of consumable items and synthesis materials placed in the Ellipse Pot is doubled.
Item Carry Capacity Expansion	100	The maximum carry limit for consumable items becomes 30.
Speed Maximum	50	Map movement speed is increased. Movement speed increases from food or magic books will no longer apply.
Chain Capacity +1	30	Lower and upper CC limits +1
Chain Capacity +2	250	Lower limit Upper limit CC is +2
Critical Rate x2	30	Both allies and enemies have their critical gauge increase rate doubled.
Damage x2	30	Damage dealt by both allies and enemies is doubled. Combined with "Damage x5" it results in x10 damage.
Damage x5	150	Damage dealt by both allies and enemies is multiplied by five. Combined with "Damage x2" it results in x10 damage.
Gald Acquisition x2	70	Gald acquired is doubled.
Nature Release	50	Dualize can create rarity-7 natures.
Energy Max +500	100	The Erespots' maximum energy increases by 500
Max HP +1000	150	Maximum HP increases by 1000
Skip Adolescence	10	Can start from Scenario Chapter 6 (→P205)
Carry Over Magic Cards	200	Carry over acquired magic cards

Obtain Downloadable Content

By connecting to the PlayStation®Store from the system menu, you can purchase this title's downloadable content (DLC). The offerings range from items and gilda to DLC-exclusive titles, attachments, and additional features that boost character performance. Purchased DLC will appear in the "DLC" category on the "Items" screen—use them to obtain their contents.

The "Anniversary Chat" delivered on special days is free DLC. If you use it on the "Items" screen, you can view that chat at any ti

● Available for purchase on PlayStation®Store

Item Sets

Sets of consumables, materials, and other items that can also be obtained during the game. There are also valuables like "plush toys" and "magic cards," so if you want to save the effort of collecting them, it's worth purchasing.

Titles & Attachments Titles

are mainly costume titles that grant skills to "costumes," and many types can only be obtained via DLC. Attachments are mostly DLC-exclusive items, and some come as two-piece sets.

Additional Features

Features such as "Double SP Gain" and "Increase Max/Min CC by 1" are among several functions provided to make adventures easier. Some items, such as those that raise the level of all allies or increase gald, can only be purchased once.

Costume List

Character costumes that change when a title is equipped are introduced. Since not all of them can be obtained in the main game, use the download shop if you aim for completion.

Asbel

Normal

19 Candidate for Squire
Title Details ₱54

20 Best Barkanist
Title Details ₱54

57 The Black-C
Title Details ₱63

158 Eye Patch Black-type Suit
Title Details <- P63

159 .hack//Haseo
Title Details ₱63

160 Flight Fencer
Title Details ➡ P63

161 Trendy High School Student
Title Details ₱63

162 Kingdom's Guest Swordsman
Title Details ₱63

163 Suzaku Kururugi
Title Details ₱63

Sophie

164 Gale Hero App
Title Details ₱63

Normal

19 Gothic Lolita
Title Details ₱71

20 Cat Girl
Title Details ₱71

22 Sophie-chan
Title Details ₱71

158 The Great Pirate
Title Details <- P80

159 The Idolmaster Eri
Title Details ₱80

160 Junior High Mascot
Title Details <-P80

161 Dollmaster of Dream Marriage (Tamano Koshi Hope)
Title Details ₱80

Title Details ₱80

163 Hatsun
Title Details ₱80

164 Hatsune Miku's Outfit
Title Details - P80

165 Greedy Realist
Title Details ₱80

Hubert

Normal

17 Modern-st
Title Details ₱89

18 Double Glasses
Title Details P89

142 Butler-style Suit
Title Details P97

43 Strata Monster
Title Details P97

144 Tired Disciplinary Committee Member of the Empire's Knights of Justice
Title Details - P97

145 Chamber
Title Details P97

Sheria

Normal

18 Purewhite Young Lady
Title Details P105

19 Waterside
Title Details P105

142 Targeting Magic Bee
Title Details P113

43 The Idolmaster 涼
Title Details P113

Sheria

44 Sh
称号 Details P113

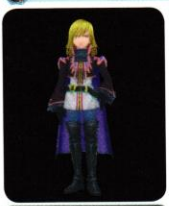
145 School Madonna
Title Details P113

146 Princess of the Kingdom of Kimlaska
Title Details P113

147 Kenyu Kōgetsu
Title Details P113

Lord

Richard



Normal

8 King Windol
Title Details P119

9 Celeb Young Master
Title Details P126

20 Woman-Lo
Title Details P126

1 Zero
Title Details P127

122 The Masked Genius Swordsman
Title Details P127

Malik

Normal

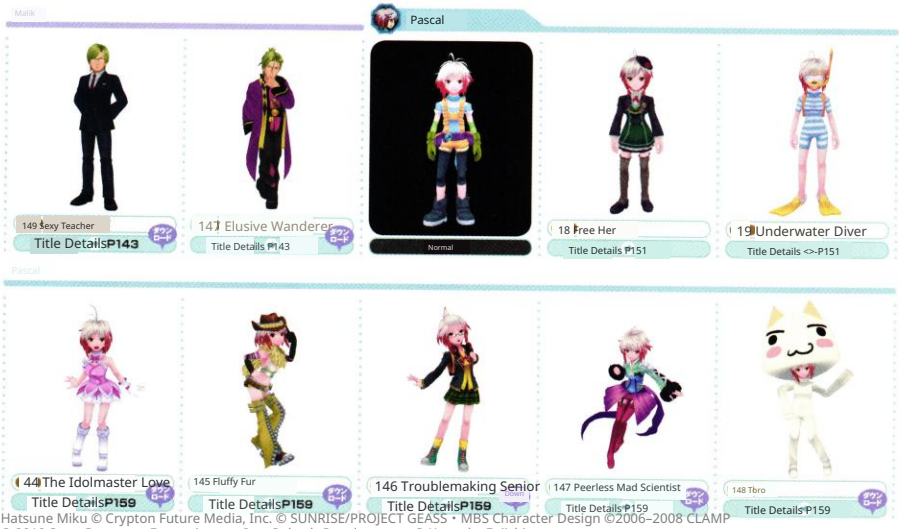
18 Cool Soldier
Title De P135

19 Life Saver
Title Details P135

144 Criminal Department Suit
Title 詳細 P143

145 Blazing Warrior
Title Details P143

Down Lord



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© 2010 Sony Computer Entertainment Inc. © .hack Conglomerate © Kousuke Fujishima

Attachment List

Introducing attachments that can alter a character's appearance.
The three items "Suika" (Watermelon), "Underwater Goggles", and "Inflatable Ring" c
All others are downloadable content.

Chapter Two
Scenario

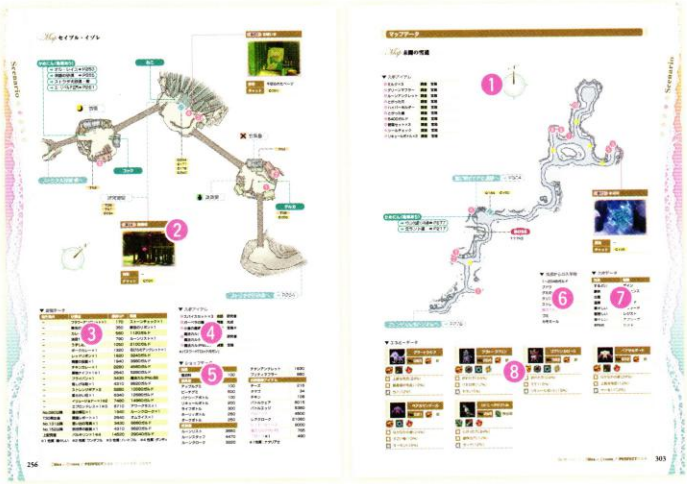
Scenario Walkthrough

From here, the procedures for advancing the scenario will be explained with maps. First, learn how to read each page and accurately interpret the information before proceeding to the following pages.

+ How to Read the Walkthrough Pages +

1 "Messenger from Rant"
2
3
4
5
Scenario
Reunion with Liberia Level
Page to be added
Page to be added
Page to be added

+ How to Read the Map Page +



① Compass

A compass indicating east, west, south, and north in the game. N is north.

② Discovery

Location of a discovery. It also lists collectible items and the chats that occur.

❸ Request data

Summary data of requests that can be accepted at the town's inn. See page 423 for details.

❹ Obtained Items

Items obtainable on that map and the methods to obtain them. Red text indicates a one-of-a-kind item; if already obtained, it costs 100 guld. ⑤ Shop Data

Inn, Item Shop, Weapon/Armor Shop, and the shop's selection and prices for that town's patron items. Currency is in guld; red text indicates a one-of-a-kind item. For the inventory of Kamenin Shop, see page 192. ⑥ Light-Point Items

Items obtainable from light points. They are listed from top to bottom in order of highest to lowest acquisition probability. Red text indicates one-of-a-kind items; after obtaining them, a substitute item labeled "Fetch" will appear instead.

1 Fragment Data

Data of fragments that enemies appearing on that map may drop. Both attributes and types are listed from top to bottom in order of highest acquisition probability. ⑧ Enemy Data

Data of enemies that may appear on that map. The way to read the data is as follows

How to Read Enemy Data

Meaning of icons on the map

3	Items obtainable. Acquisition methods include treasure chests, furn investigation of light spots, and conversations with characters.
S	Save Point
BOSS	Locations where forced battles occur and their opponents
C021	Locations where Groovy Chat occurs
T01	Locations where Travel occurs, and related sites
D01	Discovery location, as well as the items that can be gathered and the number of the Groovy Chat that will occur
✦	Light spot spawn location. When entering the field there is a 50% chance that a light spot will appear
	Inn. You can accept requests and recover HP and E-spot energy, among other services
	Item Shop. Mainly handles consumable items and ingredients
	Armory. Mainly handles weapons and armor
a	Map Connections
Lord's Manor	Names of Buildings and Facilities
Kamenin	Important characters involved in travel occurrences and map movements, as well as devices/traps

Efinéa

Before tackling the walkthrough, first introduce the world map that serves as the stage for the adventure.

Introduce the world map that serves as the stage for the adventure. Use it to

World Map: To help grasp positional relationships between maps and to find the map pages.

Use it when you want to locate map pages.

▼Map List (Childhood)

Town TOWN	
Rant	P193
Rant Lord's Mansion	P194
Baronia	P201
Baronia Harbor	P202
Contact Port to Baronia	P199
Dungeon DUNGEON	
Rant's Backhill	P190
Back Hill of Rant — Lower	P199
Royal Capital Underground	P204
Field FIELD	
1. East Rant Road	P198
2. North Baronia Road	P202
3. West Rant Road	P195
North Lant Road	P192

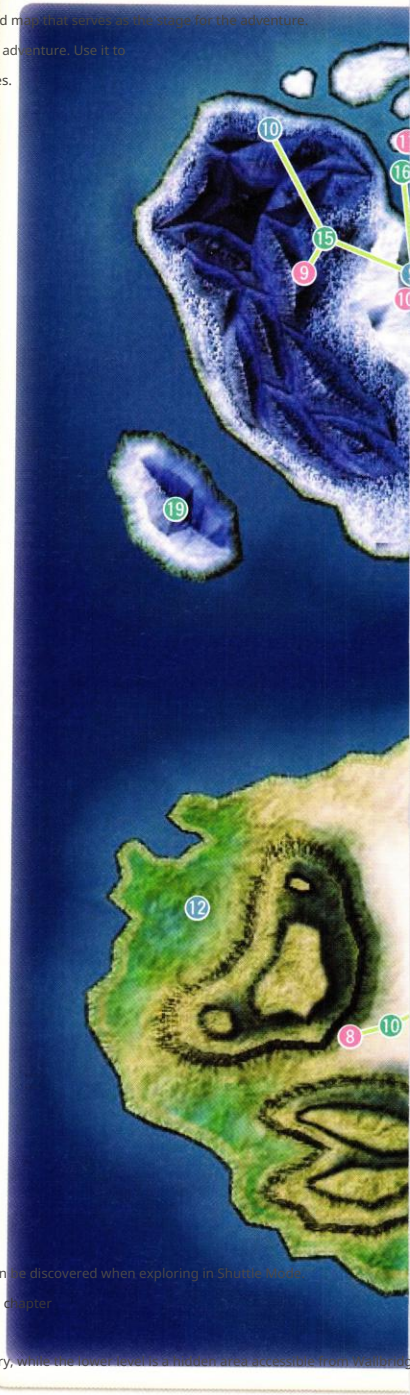
▼ Map List (Adolescence)

Town TOWN	
Rant	P215
Rant Lord's Mansion	P216
Baronia	P210
Baronia Harbor	P211
Grellside	P232
Grellside Port	P233
4. Orleil	P253
6 Seiburu Izoru	P256
Yuriberute	P261
2 Arena Island	P271
Beranikku	P277
Zavēto	P281
Zavet Port	P280
Ammarcia Village	P285
Telos Asty	P308
Telos Asty *2	P356
Spa Resort※1	P328
Oswell Treasury※1	P327
Kamenin Headquarters 1	P326
Cat-Loving Old Man's House※1	P453
Contact Port to Baronia	P212
West Port of Rant	P249
North Port of Yuriberte	P270
South Port of Beranic	P275
Harbor of Communication to Outset	P280
Border Fortress	P300
Shuttle	P307
Nekonin Village	P453
Dungeon DUNGEON	
Rant's Backhill	P218
Back Hill of Rant — Lower	P219
Capital Underground	P225
Royal Capital Underground *2	P343
Oren Forest	P206
Seaside Cave	P223
Wallbridge Underground Ruins *3	P223
Wallbridge Underground Ruins *3	P455
Wallbridge	P237
Baronia Castle	P242
Hidden Passage of Baronial Castle	P241
Strata Desert Ruins	P264
Strata Desert Ruins 2	P352
Sneak Laboratory	P286
Fendel Government Tower	P291
Fendel Iceberg Ruins	P294
Fendel Glacier Ruins *2	P349
Ruins Buried in Sand	P456
Ruins Sealed by Snow	P304
Isle at the Center of the World	P297
Gardia Shaft (Star Core)	P335
Zooon Cage	P460
17 Inside Rock Gagan	P258
Cornell Research Facility	P313
Basis Military Base	P316
Lambda	P322
Wind Turbine Ruins	P346
Original Research Institute	P357
Otherworldly Paradise	P359
Rasutakanan	P365
Core of Fodra	P374
Field FIELD	
1. East Rant Road	P212
2. North Baronia Road	P207
West Rant Road	P248
North Lant Road	P217
South Palonia Highway	P228
Grellside Highway	P230
Old Grell Road	P234
Strata Rocky Desert	P254
Strata Great Desert - East	P257
Strata Great Desert - West	P263
Strata Great Desert - North	P269
1 Fendel Border Region	P276
Fendel Mountain Tunnel	P278
Fendel Plateau	P279
Mount Zavēt	P282
Road to the Frozen Sea	P293
Uncharted Snow Path	P303
Untrodden Desert	P255
Shuttle crash site※1	P326
District 13	P307
Area No. 66	P315

※1 The Kamenin Headquarters, Spa Resort, Cat-Loving Old Man's House, Oswell Treasury, and the shuttle crash site can be discovered when exploring in Shuttle Mode.

※2 Map for visiting in the "Lineage to the Future" chapter

※3 There are two Wallbridge Underground Ruins; the upper level is an area visited during the course of the story, while the lower level is a hidden area accessible from Wallbridge



Ephynea World Map

Chapter 1

"The Flower Field Girl"

While exploring the hill behind the town, Asbel and Hubert discover a girl sleeping in a flower field. When she awakens, she has lost all of her memories and behaves unpredictably. Feeling that he cannot leave her behind, Asbel decides to take the girl home with him.

Rantō's Back Mountain (Childhood) DUNGEON MAP P190

No.001 Let's Head to the Flower Field

(Event Data)

☐ C001 "The Rumored Spring" P190

Trigger Condition: Approach the Healing Spring

This story begins with Asbel, the son of Lord Rant, and his younger brother Hubert setting out to explore the hill behind their home in search of a flower field that is said to bloom all year round. First, collect items from treasure chests and defeat enemies as you head northeast toward the flower field. If you become worn down from battles, examine the springs along the way to recover HP.

No.002 Recruit the Amnesiac Girl

(Event Data)

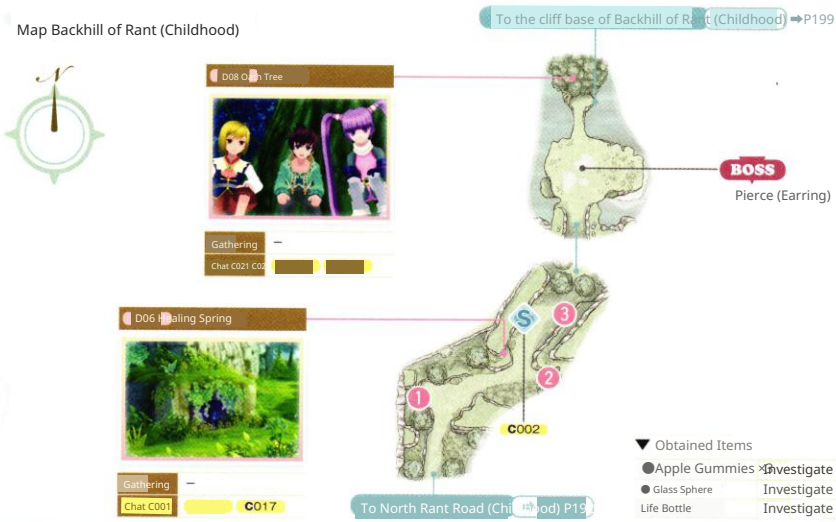
☒ C002 "Rebellion for the Sake of Rebellion" P190

Trigger Condition: Approach a save point

When you arrive at the flower field, an unfamiliar girl who had been sleeping among the flowers awakens. From her words and actions, Asbel realizes she has lost her memory, and to investigate her identity he decides to take her back to Rant. After this event, the unfamiliar girl joins the party and you obtain the valuable item "Flower Plucked from the Flower Field." Next, to return to Asbel and his companions' hometown of Rant, retrace your steps and head out to the North Rant Road.

Map Data

Map Backhill of Rant (Childhood)



▼ Obtained Items

Apple Gummies ×1	Investigate Treasure Chest
Glass Sphere	Investigate Treasure Chest
Life Bottle	Investigate Treasure Chest

▼ Enemy Data

Chapter 2

"The Name of the Flower"

To confirm the identity of the amnesiac girl he met in the flower field, Asbel gathers information from people in Rant and its vicinity. As the search for her identity proves difficult, Asbel decides to take care of the girl.

North Rant Road (Childhood) FIELD MAP P192

No.003 Taking the Girl to Rant

(Event Data)

- C369 "Watch Out for the Sparkle!" P192
  Trigger condition: Approach the save point on the Rant side

The North Rant Road is a north–south highway connecting Rant with its neighboring country, Fendel. The hills behind Rant are located on Rant's side, and if you walk southeast you will soon see Rant. However, along the way there are treasure chests and a save point where Chat 369 "Watch Out for the Sparkle!" occurs, so proceed carefully to avoid missing them.

There are also treasure chests placed toward the border, so take a detour and pick up the items.

Rant (Childhood) TOWN MAP P193

No.004 Head to the Lord's Mansion

(Event Data)

- C003 "The Word 'Poor Thing'" P193
  Trigger condition: Go onto the bridge
- C005 "Is Family Important?" P194
  Trigger condition: Approach the save point inside the Lord Rant's residence
- C004 "The Usual Brother" P194
  Trigger condition: Approach the desk in the private room inside the Lord Rant's mansion

When returning to Rant, Asbel's childhood friend Sheria joins as a companion. Seeing a girl in Rant who cannot remember anything, Sheria suggests visiting her grandfather, Frederick, who is also the steward of the Rant lord's manor. The next destination is the lord's manor, but before that, view Chat 003 "The Word 'Poor Thing'" on the bridge. Also, after meeting Frederick, be sure not to miss the two chats that occur inside the lord's manor.

No.005 Searching for Clues about the Girl's Backgr

(Event Data)

- C006 "Fruit of Wisdom" P193
  Trigger condition: Discover an apple tree
- C007 "Fūhaku Refers to the Wind Deity" P193
  Trigger condition: Climb the windmill
- ☒ C008 "Stayed Still" P194
  Trigger condition: Discover a painting

Even if you introduce the girl to Frederick, her identity won't be known, so this time talk to Barry on the bridge. Then you should be able to hear information that travelers from Strata are coming to the West Rant Road. Obtain the "Discovery Book" at the west gate, register the "Apple Tree", then also register the "Guardian Wind God" and the "Painting" and head toward West Rant Road.

If you answer all the questions correctly in this militia quiz, you will receive 1

West Rant Road (Childhood) FIELD MAP P195

No.006 Meet the Traveling Entertainer from Strata

(Event Data)

- C009 "Beyond the West Rant Road" P195
  Trigger condition: Approach the save point on the Rant side
- C010 "Make Good Use" P195
  Trigger condition: Discover a Gummi Fruit
- C011 "Abracadabra~" P195
  Trigger condition: Approach the save point near the hut after watching the perfor

Proceeding along the West Rant Road, you encounter traveling performers who say they came from Strata. The girl's identity still cannot be determined here, but it is revealed that she possesses extraordinary physical abilities. After this event, view Chat 011 "Abracadabra~" and then return to Rant.

Check: About the inventory of the Kamenin Shop

Not only in towns but also in dungeons and fields, the Kamenin—who travels to various locations to buy and sell items and perform Dualize—are a reassuring ally to Asbel and the others. The selection of items available at the Kamenin Shop operated by the Kamenin increases as the story progresses as described below. Also, upon entering adolescence and accumulating stamps, you can purchase VIP customer items (→P430).

The first time you talk with Kamen and N, Dualize becomes available at the shop.

▼ Kamen Shop Data

Kameya		Preferred Customer Item	
Apple Gummy	100	Minced Meat	158
Peach Gummy 2	500	Grimoire of the Fee	3000
Grape Gummy *3	2500	Eggplant	96
Banashi Bottle	100	Special Beef	432
Liqueur Bottle ×2	200	Vegetable Set	1136
Life Bottle	300	Spice Set	1264
Holy Bottle 1	250	Rare Sword	26350
Dark Bottle 2	250	Seafood Set	1022
		Grimoire of Instant	10000
		Longsword 4	680

※1 From No.022 onward ※2 From No.065 onward
※3 From No.090 onward ※4 Natdre: Gai-sa

Rant (Childhood) TOWN MAP P194

No.007 Meet Keri in the lord's manor garden

(Event Data)

☐ T01 "Visiting the Sick" P193

Occurrence condition: Talk to Sheria who is standing in front of Sheria's house

When you return to the lord's manor, Kelly, the mother, tells you to meet Aston, the father, and Sheria leaves the party. Next, after seeing Travel 01 "Visiting" in front of Sheria's house, go to the study where Aston is.

No.008 Talk with Aston in the study

(Event Data)

☐ T02 "Parents' Private Conversation" P194

Trigger condition: Inspect the ☆ mark in front of Kelly's room

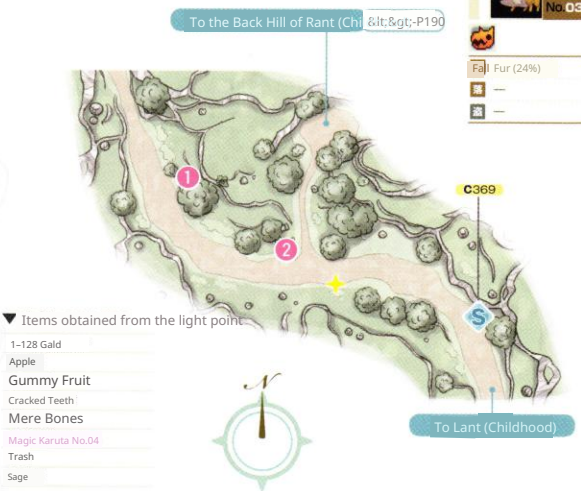
☐ C012 "When I Become an Adult" P194

Trigger condition: After naming the girl "Sophy", approach the desk in her room

When you speak to Aston in the study, Asbel will acquire the title "Eldest Son of the Lord." Afterwards, when he goes out into the garden, Asbel resolves to take care of the girl until her identity can be determined, and, naming her Sophie after the name of the flower she likes, the girl will obtain the title "Girl of the Flower's Name."

Map Data

Map North Rant Road (Childhood)



▼ Items obtained from the light point

1–128 Gald	
Apple	
Gummy Fruit	
Cracked Teeth	
Mere Bones	
Magic Karuta No.04	
Trash	
Sage	

▼ Enemy Data

▼ Obtained Items

● Glass Sphere — Investigate Treasure Chest
② Apple Gummies — Conversation Soldier
※ Only during the period No.010–No.011

Map: Rant (Childhood)

▼ Obtained items

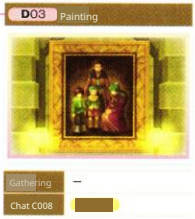
100 Gald	Conversation Soldier 1
② Apple Gummies	Conversation Dog
⑥ Umeboshi	Conversation: Grandmother
Pork ×2	Search: Cupboard
• Apple gummy	Conversation※2

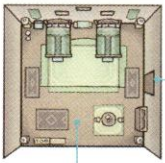
※ Can be obtained by answering all 13 questions correctly.
Correct answer to question 1: Tiny Wolf
Correct answer to question 2: Uriboa
Correct answer to question 3: Bee
※After 2 Travel 01 "Visiting the Sick" occurs

▼ Shop Data

Item Shop	
Apple Gummy	100
Life Bottle	300
Rice	50
Nōri (seaweed)	42
Manual Book	500
Weapons shop	
Baronia's Sword	370
Baronia Blade	350

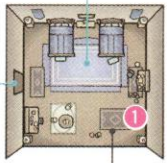
Map: Lord Rant Manor (Childhood)





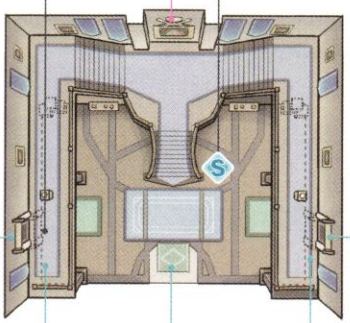
Kerry's Room

Own Room



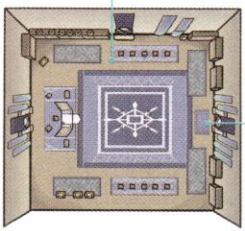
C004
C012

T02 C005

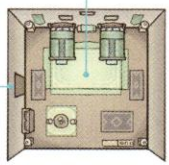


To Lant (Childhood) ➡ P193

Office



Guest room

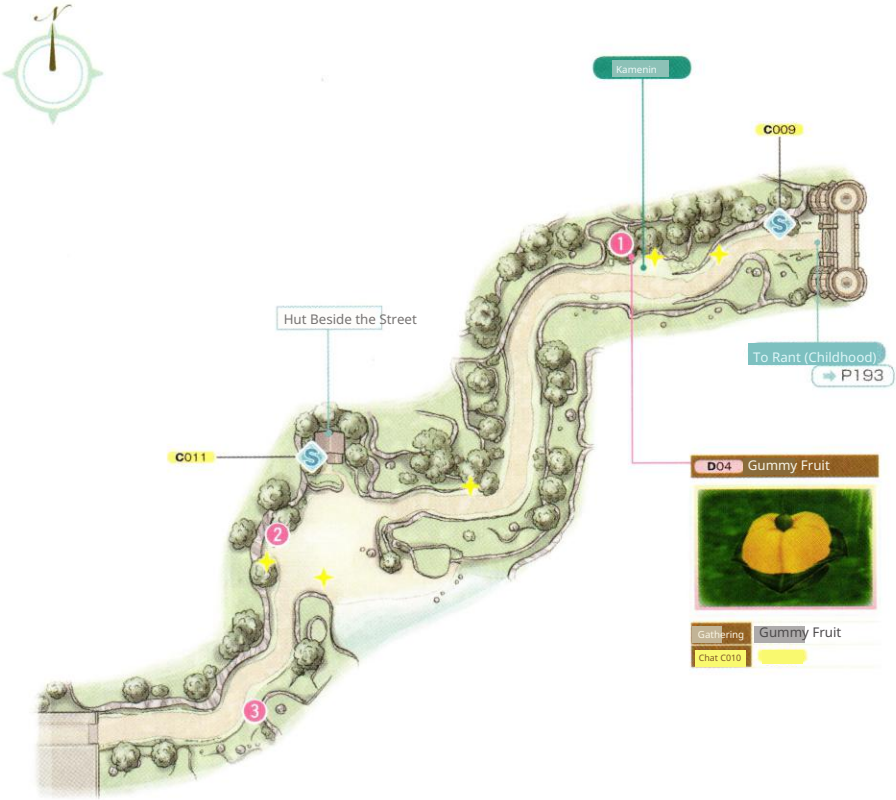


▼ Obtained Items

● Enemy Book Investigate: Desk in own room

※ Only if the Enemy Book has not been obtained in battle

Map West Lant Road (Childhood)



▼ Items Obtained from the Right Point

1–128 Gald	
Apple	
Gummy Fruit	
Feather	
Rusty Nail	
Magic Karuta No. 03	
Trash	
Sage	

▼ Obtained Items

Glass Sphere	Investigation Treasure Chest
Rice ×5	Investigation Treasure Chest
Glue ×3	Investigation Treasure Chest

▼ Enemy Data

Chapter 3

"Pledge of Friendship"

Asbel and the others, who had gone out on the East Rant Road to pick someone up, rescued the guest from monsters. Afterwards, Asbel guided the guest to the Rant lord's manor and met Prince Richard of the Windor Kingdom.

East Rant Road (Childhood) FIELD MAP P198

No.009 He[illegible]ing a Visitor from the Capital

(Event Data)

C013 "The Road Leading to the Capital" P198
Trigger condition: Approach the save point on the Rant side

C014 "Something Important" P198
Trigger Condition: Discover a fragment of the gleaming stone

C015 "An Unexpected Action" P198
Trigger Condition: Approach the save point after defeating the Prairy Eagle

When you hear from Frederick in the lord's manor garden that the visitors from Baronia, the capital of the Windol Kingdom, are delayed, head next from the south gate toward the East Rant Highway. After defeating the Prairie Eagle and rescuing the tortoise carriage carrying the visitors from Baronia, return to Rant to see Prince Richard, who is scheduled to stay in the lord's reception room.

BOSS Prairie Eagle

The basics of combat are to evade enemy attacks and strike with the enemy's weak elemental attribute. The Prairie Eagle mainly uses vertical slashes, so side-stepping makes them easier to avoid. If you bait the attack to the last moment and then evade, CC will recover, which is an advantage worth aiming for. By the way, the Prairie Eagle is weak to slashing, so using Sophie's Arts move (A Skill) "Touk i" (Blade Radiance) to exploit its weakness allows you to defeat it more quickly.

To change the controlled character during battle, press the corresponding D-pad direction.

▼ Boss Data

Prairie Eagle P500

No.214 Lv 11 HP 1144

Species Bird Weakness

Rant (Childhood) TOWN MAP P193

No.010 Sn[illegible]aking into the Guest Room through the Window

(Event Data)

C016 "An Unexpected Execution" P193
Trigger Condition: Go to the bridge after Richard joins

Prince Richard is staying in the lord's manor parlor on the first floor. However, there are guards posted at the door so you can't enter, so sneak into the parlor from outside the window. There, the swordsmanship instructor Bias appears, and Asbel will spar in place of Richard, who isn't feeling well. After the event, if Richard becomes your companion in place of Cheria, head to the flower field.

Richard opens his heart to Asbel, who took over the kenjutsu training he did not wa

On the way to the hill behind Rant, pick up an "Applegumi" from this soldier.

Rantō's Back Mountain (Childhood) DUNGEON MAP P190

No.011 [illegible]epel the Bias

Richard, brought to the flower field by Asbel and Sophie is moved by the beauty of the flowers dyed red at dusk. There, Bias, who plots to assassinate Prince Richard, appears, so Asbel and Sophie will confront him together. After driving off Bias, an event occurs in which the frightened Richard almost falls off a cliff. Asbel and Sophie grasp Richard's hand at the last moment, but unable to support his weight, they fall. All three are automatically moved to the base of the cliff.

BOSS Bias

Bias's attacks are so fast that if you confront them head-on you are likely to be beaten, and it is also difficult to avoid them by stepping. First, strengthen your defense and counterattack after absorbing Bias's attack. Alternatively, you and Sophie can pincer Bias: attack when Bias reels from Sophie's strike or when Bias turns his back to attack Sophie. In any case, just be careful not to fight him head-on directly.

If you wait until the red defense and then attack, you can break the enemy's guard, making it more effective.

▼ Boss Data

Pierce (A) P496

No.176 Lv 10 HP 1320

Species Human weakness

Below the back-mountain cliff of ant (Childhood) DUNGEON MAP P199

No.012 To the cliff with Richard

(Event Data)

- CO18 "Angry Face, Sad Face" P199
  Trigger condition: Approach the center of the sandy beach
- C020 "Feels Familiar" P199
  Trigger condition: Discover some kind of trace
- C019 "A Face I Don't Want to See" P199
  Trigger condition: Defeat the Bear Bastard
- CO22 "The Oath of Friendship Is Unlimited!" P190
  Trigger condition: Approach the Oath Tree
- C021 "Longer and Longer!" P190
  Trigger condition: Discover the Ino Tree
- C017 "That Time, You Know" P190
  Trigger Condition: Approach the Healing Spring

Here, after defeating two Bearbastards, the goal is to climb up the cliff. It is fun to immediately control and fight as Richard, who has joined the party. If you misstep and lose your balance while passing the narrow path, rapidly press buttons to recover your stance before you fall and are returned to the starting point. When you get back up to the cliff, Asbel, Sophie, and Richard each earn the title "Vowed Friends."

BOSS Bear Bastard ×2

Individually they are not very strong, but having two appear at the same time is troublesome. First set tactics to "Follow the Leader" or "Reduce Enemy Numbers," concentrate your attacks on one of them to reduce the number of enemies.

▼ Boss Data

Bear Bastard P501

No.223 Lv 9 HP 890

種族 Mo Weak

Rant (Childhood) TOWN MAP P193

No.013 Receive the ring from Richard

(Event Data)

- CO23 "Don't Force It" P198
  Trigger condition: Approach the save point on the Rant-side of East Rant Road
- CO24 "Is Hen having fun?" P198
  Trigger condition: Approach the save point near the hut on East Rant Road
- CO25 "Even though I beat Bias" P198
  Trigger condition: Discover Windle cattle on East Rant Road

When they return to Rant, they receive news that the king's condition has worsened, and Richard goes back to the royal capital Baronia together with Aston and Hubert. At the parting, he entrusts Asbel with "Richard's Ring" so that they can always meet. Afterward, Asbel is confined to his room, but with Sophie's help he soon slips out. Next, he sets off for Baronia together with Sophie to pursue Richard.

Leave Rant and head east along the East Rant Road toward the port that connects to

Port linking to Baronia (Childhood) TOWN MAP P199

No.014 Board the Ship to Baronia

Proceed east along the East Rant Road, and eventually you will see the port that serves Baronia. Along the way you will trigger the Discovery "Windor Cattle" and two chats, so don't miss them. When you arrive at the port to Baronia, speak to the captain and board the ship bound for Baronia Harbor.

Map East Rant Road (Childhood)

▼ Items obtained from light points

1–128 Gald
Apple
Gummy Fruit
Nameless Fruit
Core Dust
Magic Card No. 01
Trash
Sage

▼ Obtained Items

Apple Gummies ×12	Investigate Treasure Chest
Glass Sphere	Investigate Treasure Chest
0 Book of Manuals	Investigate Treasure Chest
300 Gald	Investigate Treasure Chest

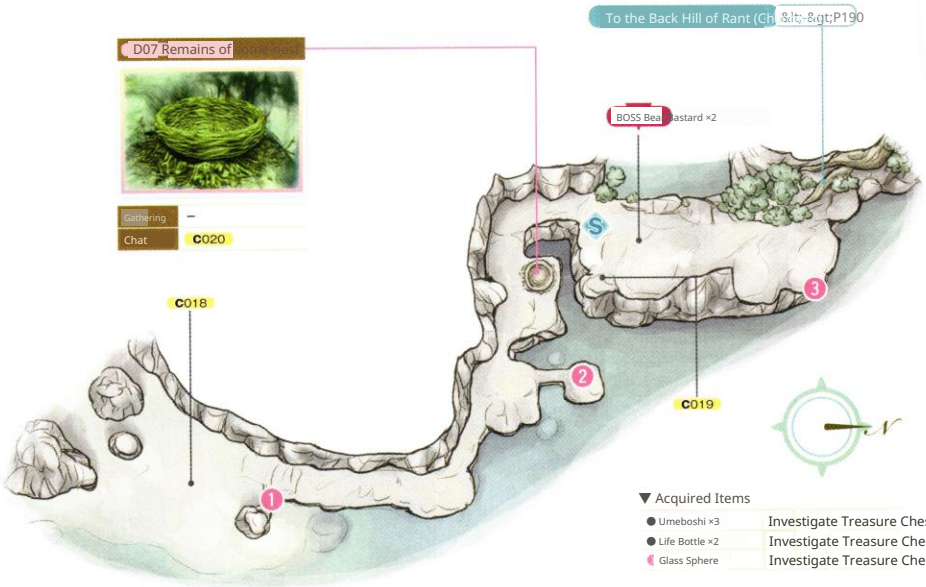
▼ Enemy Data

Bear
No.220
Mo
Fur (24%)
Salmon (12%)
Salmon (12%)

Mandraniisu
No.252
Plant
Nameless Fruit (24%)
Tea leaves (12%)
—

Piyopiyo
No.181
Horse
Fall Egg (24%)
Feather (12%)
—

Map: Below the back cliff of Rant (childhood)



▼ Acquired Items

Umeboshi ×3	Investigate Treasure Chest
Life Bottle ×2	Investigate Treasure Chest
Glass Sphere	Investigate Treasure Chest

▼ Enemy Data

Worn Teeth (24%)
—
—

Poison Needle (24%)
—
—

Rice (24%)
Wood Chip (12%)
—

Map: Port of Call to Baronia (Childhood)

▼ Obtained Items

Rice	Conversation: Child
Nori	Conversation: Traveler
Bread ×2	Cabinet in front of the survey
Lettuce ×2	Search the back cupboard

Chapter 4

"The Beginning of the Tremor"

Asbel was placed under house arrest by Aston for the crime of taking Richard away, but he escaped his room as soon as Richard departed Lhant. Together with Sophie, Asbel headed to Baronia and reunited with Richard in the royal capital.

Baronia (Childhood) TOWN MAP P201

No.015 Encounter with Shelia

(Event Data)

CO26 "Baggy Ring" P201

Trigger condition: Approach the save point inside the inn

If you go from the port to Baronia, you will run into Sheria, who had come to Baronia for a medical examination. After adding Sheria to your party, you will head to Baronia Castle, but before that, check the Inn Chat 026 "Baggy Ring" while at the inn.

No.016 Show the ring to the castle gate guar

Baronia Castle is located to the north of the town. If you show the left gate guard "Richard's Ring," he will tell you that the meeting place with Richard is the plaza with the large luminous stone, so head there immediately.

The road is blocked until you show the guard the ring, so you cannot reach the plaza with the great chrysoprase.

No.017 Tour the town with Richard

(Event Data)

CO28 "You think you're knowledgeable, don't you" P201

Trigger condition: Discover the Great Verdigris Stone

CO27 "The King's Knight" P201

Trigger condition: Approach the save point inside the inn

CO29 "Forget Hubert" P201

Trigger condition: Approach the inn's save point after Richard joins

After reuniting with Richard, you will go to the high ground on North Baronia Road so he can show his thanks for the flower field. However, at this time, at the inn's save point you will trigger Chat 029 "Hyu

"Don't forget about Bert," but note that two time-limited events involving Richard will occur at the armorer and the knight academy. These are not strictly necessary to see to progress the story, but they are essential for gaining a deeper understanding of each character. Before heading to the North Baronia Road, return once to the town proper and be sure to see these events.

Checking beside the armor shop, there is a scene where Asbel accidentally

At the knight academy, there is an exchange between Richard and Malik, wh

North Baronia Road (childhood) FIELD MAP P202

No.018 Ascend to the northern hi

After touring Baronia, head from the north gate toward the North Baronia Road. Proceeding north along North Baronia Road, Richard will repay you for the flower field by showing a majestic view overlooking rivers and mountains. After watching this event, return the way you came to go back to Baronia. By the way, a road also extends east from the base of the high ground on the North Rant Road, but at this stage you cannot go there.

After obtaining "Beef" from the treasure chest, it's good to prepare vario

exceptional item crafted with eighty-eight delicate

Baronia (Childhood) TOWN MAP P201

No.019 Encounter with Aston in front of the inn

When you go to the front of the inn, you encounter Aston and Hubert, who had earlier gone out to Baronia. After Aston leaves, Richard suggests guiding Hubert around the castle at night and withdraws from the party. Hubert joins the party instead, with the title "Second Son of the Lord".

Hubert is disturbed when he learns that he is to be given up for adoption by the Duval family.

No.020 Wait for night and infiltrate the cathedral

(Event Data)

C030 "You seem to know everything" P202

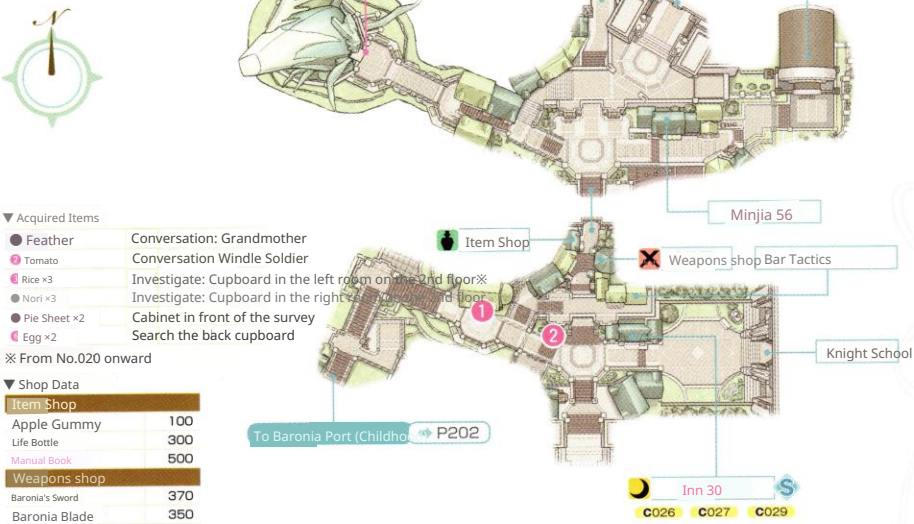
Trigger condition: Discover the Water of Absolution

After Richard leaves, stay at the inn to advance time to night. Once it is night, meet Hubert, Sheria, and Sophie at the front desk on the first floor and head to the cathedral, which is the meeting place with Richard. At night, residents' conversations change and new residents may appear, so it can be interesting to listen around. When you reach the front of the cathedral, you will explore an underground passage through a hole in the wall to look for Richard, who does not appear at the meeting time. Once inside the cathedral, first discover the "Water of Absolution" at the door on the right, and then...

enter the royal capital's underground from the left door.

Map Data

Map Baronia (Childhood)



▼ Acquired Items

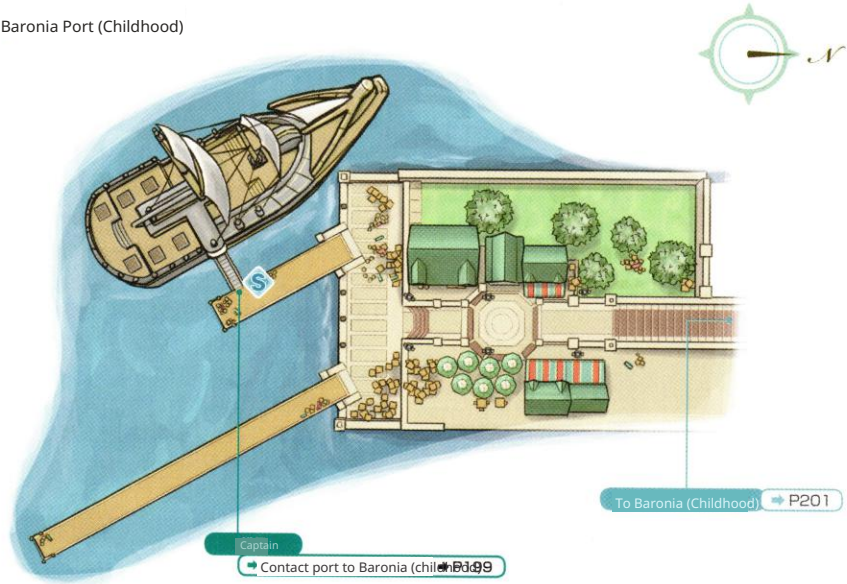
Feather	Conversation: Grandmother
Tomato	Conversation Windle Soldier
Rice ×3	Investigate: Cupboard in the left room on the 2nd floor※
Nori ×3	Investigate: Cupboard in the right room on the 2nd floor※
Pie Sheet ×2	Cabinet in front of the survey
Egg ×2	Search the back cupboard

※ From No.020 onward

▼ Shop Data

Item Shop	
Apple Gummy	100
Life Bottle	300
Manual Book	500
Weapons shop	
Baronia's Sword	370
Baronia Blade	350

Map Baronia Port (Childhood)



Map North Baronia Road (Childhood)

▼ Items obtained from the light point

1–128 Gald
Apple
Gummy Fruit
Wood Chip
Fur
Magic Carta No.02
Trash
Sage

▼ Acquired Items

● Glass Sphere	Investigate Treasure Chest
● Beef ×2	Investigate Treasure Chest

▼ Enemy Data

Bear — No.220 — Mo
Fur (24%)
Salmon (12%)
Salmon (12%)

Mandraniisu — No.252 Pla
Nameless Fruit (24%)
Tea leaves (12%)
—

Piyopiyo — No.181 — Bird
Egg (24%)
Feather (12%)
—

Chapter 5

"Finale, and then....."

Despite having arranged to meet, Asbel and the others head into the capital's underground to search for Richard, who does not appear at the appointed time. As they proceed through the dark tunnels, they encounter an event deep within the underground that will determine their future fate.

Capital Underground (Childhood) DUNGEON MAP P204

No.021 Defeat the Monsters in the Dee

(Event Data)

C370 "I'll beat you!" P204

Trigger condition: Approach the stone door

CO31 "Keep Your Promise" P204

Trigger condition: Approach the save point in the back

The objective in the capital underground is to defeat the Baron Bat and the bats that appear in the deepest area. After defeating them and going through several events, the scene will automatically shift to the lord's mansion and then to the ship bound for Baronia. After the save screen, the transition to youth occurs.

BOSS Baron Bat, Bat ×2

The basic fighting method is the same as the Bear Bastard fought at the bottom of the cliff. First set tactics to "Follow the Leader" or "Reduce the Number of Enemies" and concentrate attacks on bats with low HP. To change targets during battle, press R1 while moving the left stick left or right. Then flank or get behind them before attacking, and you should be able to defeat them with almost no damage.

When Baron Bat begins chanting a technique, interrupt him with an attack or brace for defense.

▼ Boss Data

Bat P495

No.163 Lv 6 HP 425

Species Mo Posta point

Baron Bat <P-495

No.170 Lv 10 HP 1056

Species Silent Wea

Check On the Transfer to Youth

When transitioning from childhood to youth, certain parameters—such as Gald and Asbel's experience points—are carried over according to fixed rules. Each parameter follows a different inheritance rule, so it's best to check the table below for details.

If you want to carry over childhood armor into adolescence, remove it before the b

padding made by combining tanned leather with upp

▼ Contents to carry over i

Item Details	
Gald	100 gald will be added for each "Glass Sphere" you possess
Experience points	Give Asbel, Sophie, Hubert, Cheria, Malik, Pascal le, and Richard each an additional 1,200 experience points
Possessed items	All equipped gear and the "Glass Sphere" disappear. Instead, 5 "Apple Gummies" are added
SP and skills	They are carried over directly to the corresponding youth-era title
Number of uses of Arte techniques	Carried over to the corresponding youth-era techniques. For corres refer to the following

▼ Transfer of technique usage counts

Asbel

Hey, Shuntotsu

taataa fangs

bakkai shō → Stealth Kick

senhōshō Wing Steal Strike

rekkūzan → Double Thrust

Hubert

eii! Crescent Arc

teyateya → New Moon

kogahasan Tiger Fang Break

kurosu bureido Wind-Cutting

guruguru attack Deep Moon

Richard

Swift Rhythm Sweet Words

As You Wish Improper Conduct

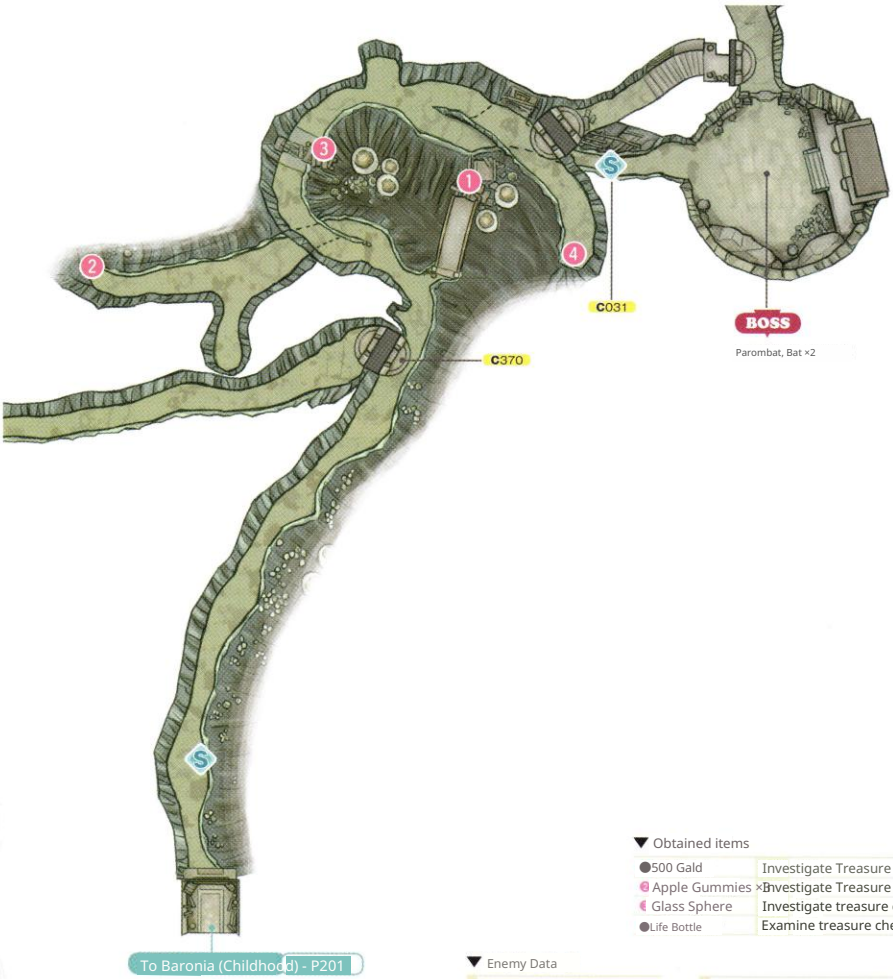
Moon Flash Exposition

Instant Thunder God Sword

Scattered Sand Rain Wind God

Map Data

Map Royal Capital Underground (Childhood)



▼ Obtained items

500 Gald	Investigate Treasure Chest
Apple Gummies ×1	Investigate Treasure Chest
Glass Sphere	Investigate treasure chest
Life Bottle	Examine treasure chest

▼ Enemy Data

Chipped Claw (24%)	
—	
—	

Core Dust (24%)	
—	
—	

Chapter 6

"Dreams and Anomalies"

Seven years after leaving Lant and entering the knight academy, Asbel, now grown into a young man, was undertaking field missions together with instructor Malik. Impressed by Asbel's abilities demonstrated during missions, Malik brought up the possibility of a recommendation to the Knights Order.

Oren Forest DUNGEON MAP P206

No.022 Defeat the Wolf and Join Malik

(Event Data)

C02 "Thoughts on Field Missions" P206

Trigger condition: Approach the save point near the entrance

Having become a student at the Knight School, Asbel heads to investigate Oren Village together with Instructor Malik. First, defeat the wolf and rendezvous with Malik. At that time you will obtain Asbel's title "Knight Candidate" and "Erespot". The mechanics of "Erespot" are complicated, so read page 14.

BOSS Wolf

In his youth, Asbel starts battles sheathed. When you press the button to draw his weapon, he can use a Burst Technique (B Technique). First, follow the on-screen instructions to draw your weapon and perform the B Technique. After that you can fight normally, so it's best to focus mainly on A Techniques, which have fewer openings.

▼ Post Data

Wolf P482

No.031 Lv 10 HP 1100

Species Silent Wea

No.023 Inv stigate the village of Oren deep in the fo

(Event Data)

C033 "Mix it, safely" P206

Trigger condition: Discover the Morino Flower

C034 "To test one's ability" P206

Trigger condition: Approach the save point on the Oren Village side after defeating Solanus

When you arrive at Oren Village, Malik will leave the party and conduct an investigation alone. First, you will hear a suspicious noise to the west of the village. Then, after witnessing a monster to the east of the village, defeat the Solanus that appears in the west of the village to obtain the title "Bearer of Light". Afterwards, you return the way you came with Malik, but you can take a shortcut by dropping a rock into the river along the way.

BOSS Solanus

At the very start of the battle, Solanus's Violent Star Barrier (→P30) prevents almost all damage. While it lasts, attacking is pointless, so concentrate on evading enemy attacks with side steps. After some time passes, Asbel will automatically learn "Thunder Slash Shock", which breaks Solanus's Violent Star Barrier and allows you to deal damage. Then open the menu and assign "Thunder Slash Shock" to the Arts/Skills slot, and whenever Solanus raises the Violent Star Barrier, use "Thunder Slash Shock" to cancel it while primarily fighting with A attacks.

▼ Boss Data

Solanus P490

No.111 Lv 15 HP 1874

Species Mo Weakn

North Baronia Road FIELD MAP P207

No.024 Recommended to the Knights

(Event Data)

C035 "Knightly Qualities" P207

Trigger condition: Discover the tea field

C036 "An Unforgettable Event" P207

Trigger condition: Approach the lookout

After leaving Oren's Forest, follow the North Rant Road along its path. At that time, Malik will give you the "World Map". To view the world map, press the R3 button while moving. Along the way there is a discovery called "Tea Fields", so don't miss it. After the exchange between Asbel and Malik finishes at the hill where Richard showed his favorite childhood view, head south toward Baronia.

Having acknowledged Asbel's strength during the Oren Village mission, M

Map Data

Map Oren Forest

▼ Obtained Items

800 gald	Investigate Treasure Chest
Life Bottle ×2	Investigate Treasure Chest
Wood Chip	Investigate Treasure Chest
Ironware	Investigate Treasure Chest
Chipped Claw	Investigate Treasure Chest
Apple Gummy ×3	Investigate Treasure Chest

▼ Shard Data

Natu	Types
Sharp	Attack
Rough	Defense
Refreshing	Mind
Hearty	Gain
—	Revenge

D12 Morino Fl

Gathering Morino Flower
Chat C033

▼ Enemy Data

Wolf No.031 Mo
Fur (24%)
Chicken (12%)
—

Tiny Wolf No.118 State
Tattered Teeth (24%)
—
—

Puchi Puri (Puchi Pu No.200 Plant
Nameless Fruit (24%)
Falling Rice (12%)
Gummy Fruit (24%)

Buritsubomi No.210 Plant
Falling Rice (24%)
Wood Chip (12%)
—

Axe Peak No.008
Feather (24%)
Egg (12%)
—

Knight Eagle No.152
Kororu Chicken (24%)
Clean Feather (12%)
Feather (21%)

Fighter No. 185 8 Humans
Rice (24%)
Nori (12%)
—

Elite Guard No.039 Human
Umeboshi (24%)
Broken Blade (12%)
—

Bow Shooter No.232 Human
Bread (24%)
Egg (12%)
—

Troubler No.145 Human
Apple (24%)
Fallen pie crust (12%)
—

Sargent No.086 Human
Rice (24%)
Tea Leaves (12%)
—

* Fighters, Elite Guards, Bow Shooters, Troopers, and Sergeants appear from No.085 onward

Rororo

Resources

Map North Baronia Road

Gathering	Tea leaves
Chat C035	

▼ Acquired items

Pork ×2	Investigate Treasure Chest
Pasta ×2	Investigate treasure chest
Pie sheet ×3	Investigate treasure chest
Apple gummies ×2	Investigate treasure chest
360 Gald	Investigate treasure chest

▼ Items obtained from the Wishpoint

1–128 Gald
Apple
Gummy fruit
Wood fragment
Fur
Magic Carta No.02
Trash
Sage

▼ Shard Data

Properties	Secret type
beautiful	Defense
smooth	Mind
sturdy	Resist
Antique style	Gain
–	Revamp

▼ Enemy Data

Piyopiyo No.181 — Egg (24%), Feather (12%), —

Boa No.230 — Dedication — Pork (24%), Fur (12%), —

Uliboa (Uriboa) No.030 — Mo — Fur (24%), —, —

Eagle No.013 — Flat — Fur (24%), —, Feather (24%)

Forrest Goblin No.194 — Plan — Rusty Nail (24%), —, Pork (24%)

Chun Chun No.127 — Bird — Feather (24%), —, Egg (24%)

???(B) No.305 — Fiend — Gummi Fruit (24%), Fallen Red Wine (12%), Beef (6%)

???(C) No.306 — Fiend — Decayed Sword (24%), Dangerous Liquid (12%), Minced Meat (6%)

※ ???(B) and ??? (C) appear from No.121 onward

Chapter 7

"Messenger from Rant"

Waiting for Asbel, who had returned to Baronia, was Shelia. Shelia informed Asbel that Aston had been killed in action during the conflict with Fendel and that Keri had collapsed from the strain. Asbel, together with Shelia, hurried to Rant.

Baronia TOWN MAP P210

No.025 A Toast at Bar Tactics

(Event Data)

- C038 "With a Hit" P210
  Trigger condition: Discover the ice candy
- C037 "The Answer Is Decided" P210
  Trigger condition: Approach the save point inside the inn
- C371 "Let's Collect Stamps" P210
  Trigger condition: After obtaining the stamp card, approach the save point inside the inn
- T18 "Appointment to Victoria" P210
  Trigger condition: Obtain the "Knight Order Documents" at Bar Tactics and complete the request

After returning to Baronia, first enter Malik's usual tavern, Bar Tactics, and hold a pre-celebration for Asbel joining the knighthood. Bar Tactics is located above the Baronian inn. From the west of the gate leading to North Baronia Road, go up the stairs and head to the tavern.

Stop by the inn as well and check Chat 037 "Tanswer is already decided" while you're at it.

Check! Complete requests at the inn

In youth, you will be able to accept requests at the inn. When you give the client the item they want, you will receive SP as a reward, and you can also obtain items or gald. Keep completing requests to help strengthen your party and characters.

As a start, get the "Knights' Order" that can be obtained at the tavern and take it to the inn.

No.026 Reu ion with Shelia after Seven Years

(Event Data)

- C039 "Thinking in Front of the Statue" P210
  Trigger condition: Approach after discovering the statue of the Legendary Princ

After toasting at Bar Tactics and returning to the knight academy, Asbel reunites with Cheria for the first time in seven years along the way. There Asbel hears news of Aston's death and that Cheria collapsed from grief. As a result, Asbel decides to return to Lant to report the situation there to the knighthood. When this series of events concludes, Malik leaves the party and Cheria joins as a companion in his place. You also obtain the valuable item "Letter from Mother".

A statue of the principal, which wasn't there in childhood, has been erected in

The hint for the password to open the treasure chest in the instructor's office can be

Check! Collect stamps to become a patron

During adolescence, each time you transact a certain amount through buying and selling at shops, dualizing, or replenishing Erespot energy, you can have a stamp placed on your card. Whenever you accumulate 10 stamps, you receive an additional card, and patron items are added to shop inventories according to the number of cards. The types of patron items and the amount required to receive a stamp differ by town, so check page 430.

Baronia Harbor | TOWN | MAP P211

No.027 Crossing to Lant by ship

To go from Baronia to Lant, follow the reverse route of how you came to Baronia in childhood. First, board the ferry at Baronia Port, which is adjacent to Baronia, and travel to the connecting port for Lant.

Somewhat distant Scheria. Seven years of time had widened the distance between the two of us.

Check Let's eat an ice pop

At Baronia's ice pop shop, which is also a discovery point, you can buy an "ice pop" for 60 gald. This item restores 10% of maximum HP when used, and using it yields either a "winning stick" or a "losing stick," both of which can be used as materials for Dualize.

By dualizing a "losing stick" and a "light-blue dan- gerous liquid", it becomes a "winning stick".

Contact Port to Baronia | TOWN | MAP P212

No.028 Exit to East Rant Road

The port connecting to Baronia at this stage is a waypoint to Rant. After talking to the port residents or searching the cupboards of houses to obtain items, proceed westward to exit onto East Rant Road. However, if you already obtained these items during childhood, you will not be able to obtain them now.

At the houses, during childhood, spend time together for a season, the couple who were can be seen after marriage.

East Rant Highway | FIELD | MAP P212

No.029 Have Scheria heal your wounds

(Event Data)

040 "Unfilled Groove" P212

Trigger condition: Approach the save point near the hut

On the East Rant Highway, first defeat the Eagles and Forest Goblins that appear in front of the hut by the roadside. Doing so will trigger an event in which Scheria reveals, while tending to Asbel's wound, that she has recently awakened to a mysterious power. After the event, Scheria joins the party for the first time, having acquired the title "Light Healer." After that, set out for Rant again and head west along the road.

After the event, at the save point beside the hut, view Chat 040 "Unfilled Gutte

BOSS Eagle, Florist Goblin ×2

Both of them are not much stronger than the normal enemies that appear on East Rant Road, but fighting three at once can unexpectedly become a struggle. First, move to a position where you won't be surrounded, then think about reducing the number of enemies. The ones you should target first are the two Forest Goblins. They have low HP and are weak to blunt attacks, so assaulting them with A-type moves that have blunt attributes will defeat them quickly. The Eagle, which is weak to slashing, is vulnerable to B-type moves

Both mainly use vertical slashes, so to evade their attacks, use a sidestep which wor

▼ Boss Data

Eagle P480

No.013 Lv 11 HP 1144

Species Crow Weaknesses

Forrest Goblin P498

No.194 Lv 11 HP 864

Species Silent Weaknesses

Map Data

Map パロニア

D10 大草原石

Adopt –
Chat –
T64

To the royal cap... P225

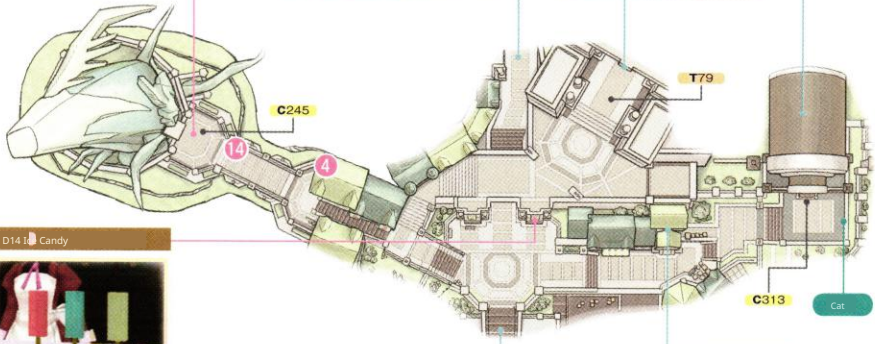
D11 Water of Atonement

Sanctuary

Gathering Water of Atonement
Chat –

To North Baronia P207

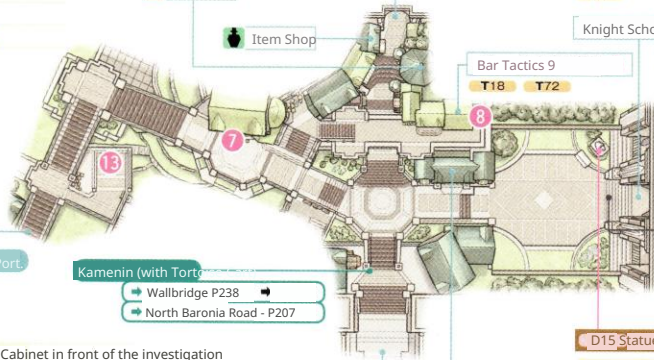
To Baronia Castle P242



D14 I... Candy

Gathering –
Chat C038

Weapons shop
Item Shop
Traditional house 123
T31
Knight School... P12
T65
Bar Tactics 9
T18 T72



To Baronia Port.
Kamenin (with Torto...
Wallbridge P238
North Baronia Road - P207

D15 Statue of the L... Principal

Gathering –
Chat C039

To South Paronia Ro... P228

Inn 56
C037 C078 C329
C371 T21 T63

▼ Obtained items

Pie crust ×2	Cabinet in front of the investigation
Egg ×2	Cabinet at the back of the investigation
Pie crust ×3	Conversation: Mother
Magic Card No.30	Investigate Treasure Chest
Princess Tales Ma...	Investigate the cupboard in the room on the right of the 2nd floor
Nori ×3	Investigate the cupboard in the room on the left of the 2nd floor
Knight Lily Seed	Investigate: Light Spot
Moji-kun Plush Toy	Investigate: Treasure Chest
Knight Order Doc...	Investigate: Light Spot
Elixir	Investigate: Treasure Chest ※1
Ice pop	Investigation Small box to the right of treasure chest 10
Rice ball (Onigiri)	Dialogue Knight academy student
Hourglass	Investigate Treasure Chest
Exceed Piece	Dialogue Knight *2

*1 Password "Takarabako"
*2 From No.025 onward

▼ Request Da

Period	Requested Item	SP Gained	Reward
–	Worn Tooth ×2	150	Poison Check ×1
–	Grilled Chicken Rice Bowl ×1	820	Bronze Clasp ×1
–	Bronze Holder ×1	510	Apple Gummy ×3
–	Pork Cutlet Rice Bowl ×1	720	Life Bottle ×2
–	Fishing Rod ×1	950	Steel Knife ×1
–	Beef Bowl ×1	1200	2400 Gald
–	Holy Bottle ×3	1470	Dark Bottle ×3
–	Hair Ornament ×1	1760	Magic Karuta No.65
–	Natural Perfume ×1	2070	4,140 gald
–	Poison Fruit ×1	2400	4,800 gald
–	Battle Sword ×11	3120	Energy Bottle EX ×1
–	Sweet Ribbon ×1	3920	7,840 Gald
–	Gigant Hammer※2	4800	9,600 guldos
–	Carbon Rod ×1	5760	11520 Gald
–	Clear Core ×3	6800	13600 Gald
–	Fine Cloth ×1	7920	Onimaru Kunitsuna ×1
No.025 and later	Knight Order Document ×1	780	Iron Sword ×1
No.060 and later	Windor Military History	2400	4,800 Gald
No.084 and later	Windor Medal ×1	3120	6,240 Gald
No.152 and later	Tuning Fork ×1	3920	Yakitori Rice Bowl ×1
The above completed	Hyoubo Melan ×1 ※3	13200	26,400 gald

※1 Nature: Stiff ※2 Nature: Grave ※3 Nature: Wonderful

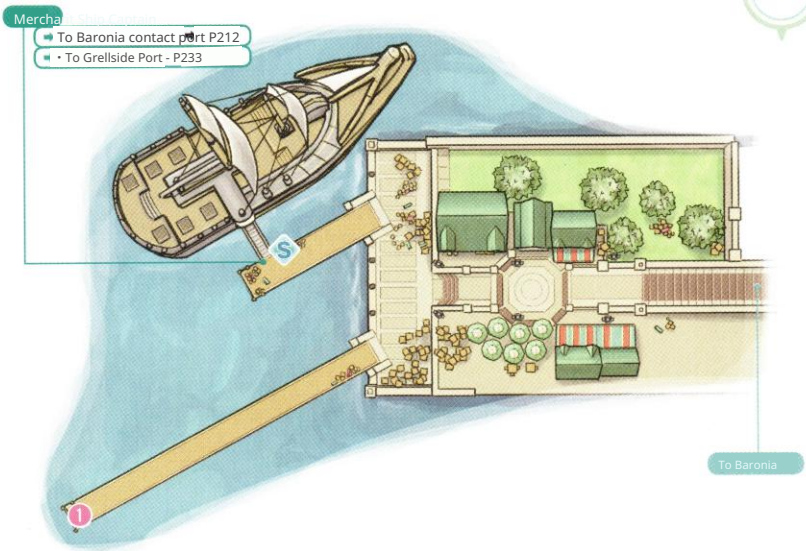
▼ Shop Data

Inn:	
Accommodation Fee	200
Item Shop	
Apple Gummy	100
Peach Gummy※1	500
Banashi Bottle	100
Life Bottle	300
Holy Bottle	250
Dark Bottle ※	250
Manual Book	500
Paralai Check	500
Equipment Stand	
Longsword	680
Slow Knife	530
Leather Plate	560
Cloak	490
Bronze Holder	150
Ribbon	250
Natural Perfume	330
Baronia's Sword	370
Baronia Blade	350

Preferred Customer Item	
Bread	48
Beef	180
Tomato	88
Pie Sheet	122
Battle Plate	5265
Sage	4500
Rare Plate	23990
Magic Carta No. 42	765
Red Sage	9000
Leather Plate ×2	560

※1 From No.042 onward
※2 Attribute: Kaius

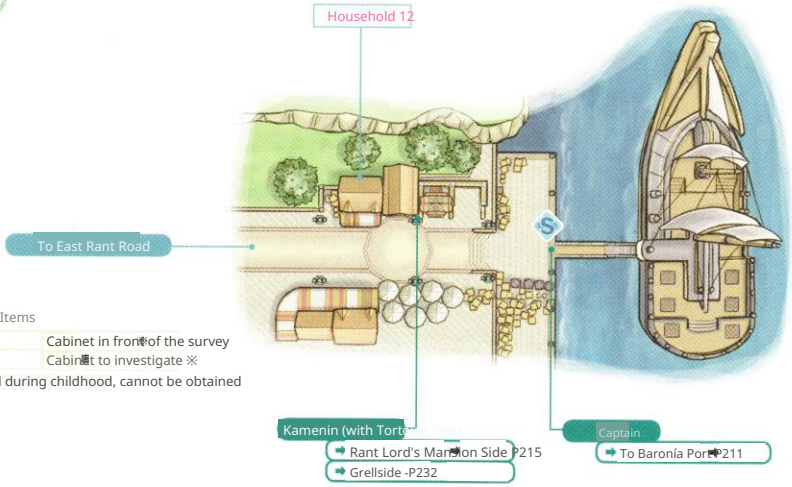
Map: Baronia Port



▼ Acquired Items

● Pie sheet ×3 Investigate Treasure Chest

Map Contact Port to Baronia



▼ Obtained Items

Bread ×2	Cabinet in front of the survey
Lettuce ×2	Cabinet to investigate ※

※ If obtained during childhood, cannot be obtained

Map: East Rant Road

▼ Enemy Data

Boa No.230 Mo
- Pork (24%)
- Shedding Fur (12%)
- —

Uliboa (Uribo) No.030 Mo
- Fur (24%)
- —
- —

Eagle No.013 鳥
- Fur (24%)
- —
- Feather (24%)

Forrest Goblin No.194 獣
- Rusty Nail (24%)
- —
- Pork (24%)

Chun Chun No.127 Mat (Bedding)
- Feather (24%)
- —
- Egg (24%)

Piyopiyo No.181 鳥
- Egg (24%)
- Feather (12%)
- —

???(B) No. 305 Demon
- Gummi Fruit (24%)
- Red Wine (12%)
- Beef (6%)

???(C) No.306 Fiend
- Decayed Sword (24%)
- Dangerous Liquid (12%)
- Minced Meat (6%)

Chalcus Wolf No.054 Dull / Stupid
- Sharp Teeth (24%)
- Emperor's Claw (12%)
- Minced Meat (6%)

Turivaryzard No.139 Reptile
- Dragon Scale (24%)
- Pork (12%)
- —

Mandrateg (Mandra Tete?) No.251 Zhang Yaomo
- Secret Fruit (24%)
- Holy Tree Golden Branch (12%)
- Eggplant (6%)

Marquisius Demon No.245 Eye Demon
- Peach (24%)
- Secret Fruit (12%)
- White Wine (6%)

※ ??? (B) and ??? (C) appear only between No. 121 and 165. Kalkos Wolf, Tulip Lizard, Mandrake Tete, and Marquisius Demon appear only between No. 166 and 194.

▼ Obtained Items

Feather	Investigate Treasure Chest
Cracked Teeth	Investigate Treasure Chest
Bread ×3	Investigate Treasure Chest
540 Gald	Investigation Treasure Chest
Iron Holder	Investigate Treasure Chest

▼ Items obtained from light bonus

1–128 Gald
Apple
Gummy Fruit
Nameless Fruit
Core Dust
Magic Card No. 01
Trash
Sage

▼ Fragment Data (before No. 165)

Properties	Types
Cool	Mind
Brawny	Resist
Refreshing	Hit
Bold	Absorb
—	Refeed

▼ Missing piece data (No.166 and onwards)

Properties	Types
Cool	Poison
Brawny	Resist
Refreshing	Hit
Hearty	Absorb
Ominous	Refeed

D09 Windle Cattle

Gathering	Milk
Chat	—

Chapter 8

"An Unbelievable Encounter"

Upon arriving in Rant, Asbel and the others hear the information that Frederick has been captured by the Fendel army. Asbel succeeds in rescuing Frederick, but afterward they are driven into a perilous situation by the Fendel army's weaponry.

Rant TOWN MAP P215

No.030 Fendel Army's Assault

No sooner had they arrived in Rant than Asbel and Cheria heard from Bari that Frederick had been captured by the Fendel army. After learning that the Rant army and the Fendel army were clashing between the back hill and the border, they immediately set out along the North Rant Road to rescue Frederick.

North Rant Road FIELD MAP P217

No.031 Rescue Frederick

(Event Data)

☐ CO41 "Time Stopped" P217

Trigger condition: Approach the entrance to the back hill of Lant

First, proceed north along the Lant road toward the border and defeat the Foot Soldier and the Marksman to rescue Frederick. Afterwards, to escape the Fendel army's weapon Avacoom, the story unfolds with a move toward the back hill of Lant.

BOSS Foot Soldier, Marksman

The ones in front are Foot Soldiers who specialize in close-range attacks, and the ones in the back are Marksmen who specialize in long-range attacks. First, use Front Step to deflect the Marksman's projectiles while closing the distance, and defeat the Marksman first. If you strike the weak point with Asbel's A-technique, which has strike attributes, you should be able to defeat them easily.

▼ Post Data

Foot Soldier P499

No.202 Lv 14 HP 1648

Species Human — Weakness

Marksman P503

No.241 Lv 14 HP 1648

Species Human — Weakness

Rant's Backhill DUNGEON MAP P218

No.032 Leave the Avacuum into the Flower Field

(Event Data)

☒ CO42 "Did you feel it dearly?" P218

Trigger condition: Approach the save point on the back hill of Lant

When you go to the flower field, a girl who looks exactly like Sophie—who should have died seven years ago—appears to save Asbel from danger, leading to a battle with Avacoom. After defeating Avacoom, the Sophie-like girl joins your party, you earn the title "The Resembling Girl", and you obtain the item "Kurosofi's Seed".

The place where he first met Sophie, where Asbel reunites with the Sophie-like gi

BOSS Avacoom

Avacoom's attacks cover a wide 180-degree forward arc and are difficult to evade with Sidestep. Therefore, exploit its weakness with "Thunder Slash Shock," follow up with several hits of "Demon Sword," and cancel that opening with a Back Step—use this pattern to fight without entering the enemy's effective range.

Occasionally emits smoke straight ahead. When it does, avoid standing directly in front

▼ Boss Data

Avacoom P479

No.003 Lv 23 HP 5555

Race Mechanical Po

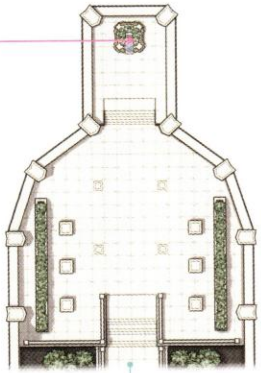
Map Data

Map Rant (Landt)

D79 Lord's Tomb

Gathering –

Chat C241



※ Only for "Lineage to the Future"

D02 Guardian Wind Lord

Gathering –

Chat –

Shelia's House

T16

C353

T13

T14

To the Rant Lord' ➡ P216

Private House ③

T56

To North Landt ➡ P217

Cat

C309

C082

C228

C385

T70

BOSS

Richard

D01 Apple Tree

Foraging Apple

Chat –

To the West Ra ➡ P248

X Armory

Item Shop

Kamenin (with turtle

➡ West Rant Port ➡ P249

→ Contact Port to Baronia ➡ P212

➡ Grellside ➡ P232

➡ North Rant Road ➡ P217

To East Rant Road ➡ P212

▼ Shop Data

Night Wind

Accommodation Fee –

Item Shop

Apple Gummy	100
Peach Gummy 1 ※	500
Grape Gummy ※1	2500
Banashi Bottle	100
Liqueur Bottle 1 ※	200
Life Bottle	300
Holy Bottle	250
Dark Bottle 1 ※	250
Poison Check	300
Manual Book	500
Melon ×3 ※3	714

Martial Arts Robe

Slow Knife	530
Iron Sword	1250
Iron List	1050
Iron Plate	1050
Silk Cloak	920
Ironware	1200
Iron Holder	260
Pretty Anklet	530
Pretty Ribbon	440
Baronia's Sword	370
Baronia Blade	350

Preferred Customer Item

Rice	50
Umeboshi (pickled plum)	104
Sage	4500
Lettuce	60
Battle Knife	4700
Magic Card No.41	765
Red Sage	9000
Rare Knife	20630
Gathering Grimoire	3000
Slo Knife ※2	530

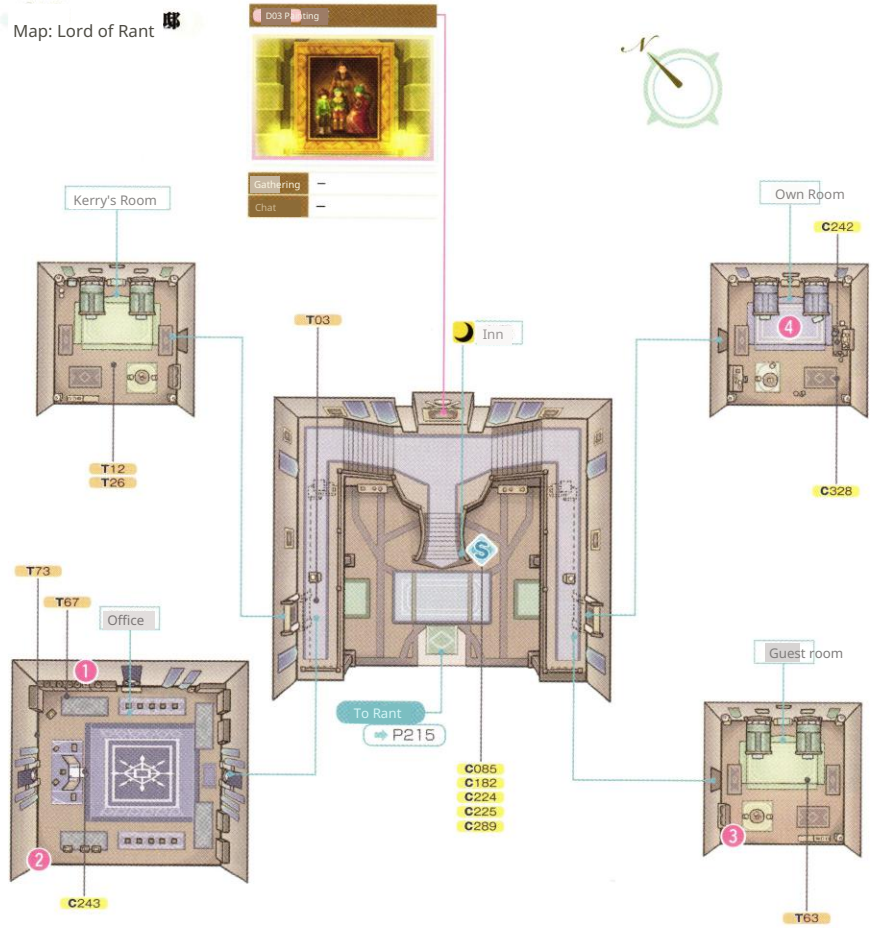
※1 After No.072 ※2 Attribute: Nanaly
※3 After clearing Travel 56

▼ Obtained Items

Nokogurumi	Investigate Treasure Chest
Magic Karuta No.19	Investigate Treasure Chest
Pork ×2	Search: Cupboard
Umeboshi ×3	Conversation: Old Woman※1
掴んだ花	Investigation: Light Spot 1
Fluffy Scarf	Conversation: Fourier 2

※1 From No.035 onward
※2 Only immediately after No.155

Map: Lord of Rant



▼ Request data

Period	Dependent Item(s)	SP Gained	Reward
–	Panacea Bottle ×2		150 Paralight Check ×1
–	Ordinary Bone ×2	320	Panacea Bottle ×2
–	Apple Pie ×1	510	1020 Gald
–	Nikawa (Animal Glue) ×1	720	Sweet Ribbon ×1
–	Quiche ×1	950	1900 Gald
–	Dark Bottle ×3	1200	Sage ×1
–	Pudding ×1	1470	2940 Gald
–	Rusty Nail ×1	1760	Magic Karuta No.63
–	Music Box ×1	2070	4140 Gald
–	Pretty Ribbon ×1	2400	Puzzle ×1
–	Feather Patch ×1	3120	6240 Gald
–	Fame Face ×11	3920	7,840 Gald
–	Strange Lump ×1	4800	Sayo Saemon ×1
–	Moon Anklet ×1	5760	11520 Gald
–	Fallen Soul ×5	6800	Rare Plate ×1
–	Double Burger ×1	7920	Sage ×1
No.030 and after	Picked Flower ×1	1760	Iron List
No.066 and after	Anonymous Letter ×1	2400	4,800 Gald
After T16 occurs	Handkerchief of Memories ×1	3201	6240 Gald
No.152 and later	Ship Model ×1	3920	7,840 Gald
The above completed	Pipe Chain ×12	13200	26,400 gald

※1 Nature: Graceful ※2 Nature: Dangerous

▼ Obtained Items

Princess Tale Magazine Vol.1	Investigation: Office Bookshelf
All Divide	Investigation: Treasure Chest 1
Pasta ×3	Conversation: Maid of the Guest Room
Jade Imperial Robe	Investigation: Treasure Chest ※3

※1 Password "Aston"
※2 From No.034 onward
※3 From No.156 onward

Map: North Rant Road

Gathering –

Chat C048

▼ Obtained Items

Pretty Ribbon	Investigate Treasure Chest
1000 Gald	Investigate Treasure Chest
Life Bottle ×2	Investigation: Treasure Chest 1
Mere Bone	Search Treasure Chest※2
720 Gald	Search Treasure Chest 2
Fur	Search Treasure Chest※2
suika	Search Light Point 3

※1 From No.036 onward
※2 From No.038 onward
※3 From No.065 onward

▼ Items obtained from light Shard Data

1–128 Gald
Apple
Gummy Fruit
Cracked Teeth
Mere Bones
Magic Karuta No.04
Trash
Sage

Properties	Types
Hard	Resist
Cool	Hit
Bulky	Evasion
Stubborn	Poison
–	Rise

▼ Enemy Data

※???(B) and ??? (C) appear from No.121 onward

Map: Back Hill of Rant

▼ Shard Data

Properties	Types
sharp	Hit
cool	Evade
rough	Attack
stubborn	Absorb
–	Exceed

▼ Acquired Items

180 Energy	Investigate Treasure Chest
② Nameless Fruit	Investigate Treasure Chest
Life Bottle ×2	Investigate Treasure Chest
Poison Needle	Investigation Treasure Chest
Nameless Letter	Investigation Light Point

※ No.068 and beyond

▼ Enemy Data

Tiny Wolf No.118 Mo
Tattered Teeth (24%)
–
–

Bee No.178 Insect
Needles
–
–

Buritsubomi No.210 Pla
Falling Rice (24%)
Wood Chip (12%)
–

Wolf No.031 Dedication
Dropped Fur (24%)
Dropped Chicken (12%)
–

Bear No.220 Mo
Chicken (24%)
Salmon (12%)
Salmon (12%)

Razor Bee No.299 Insect
Needles (24%)
Gummi Fruit (12%)
Apple (24%)

Bear Leader No.225 Plan
Mere Bone (24%)
Shedding Fur (12%)
Beef (24%)

Puchi Puri (PuchiPuri) No.200 Pla
Nameless Fruit (24%)
Dropped Rice (12%)
Gummi Fruit (24%)

Map: Cliff below the back hill of Lant

▼ Obtained Items

Poison Check	Investigate Treasure Che
Banashia Bottle ×2	Investigate Treasure Chest
Pretty Anklet	Investigate Treasure Chest
Energy Bottle C	Investigate Treasure Chest

▼ Shard Data

Properties	Types
beautiful	Evade
smooth	Attack
refreshing	Defense
Warm-hearted	Breath
–	Reforge

▼ Enemy Data

Tiny Wolf
No.118 獣
Pain Tattered Teeth (24%)
—
Thief —

Bee
No.178 Insect
Poison Needle (24%)
—
—

Buritsubomi
No.210 Plant
Falling Rice (24%)
Wood chip (12%)
—

Wolf
No.031 Mo
Curtain (24%)
Grave Chicken (12%)
—

Razor Bee
No.299 Insect
毒針(24%)
Gummy Fruit (12%)
Apple (24%)

Puchi Puri (PuchiPuri)
No.200 Plant
Nameless Fruit (24%)
Drop Rice (12%)
Gummi Fruit (24%)

Piyopiyo
No.181 Bird
Egg (24%)
Feather (12%)
—

Chun Chun
No.127 鳥
Akebono Feather (24%)
—
Egg (24%)

Chapter 9

"Asbel's Decision"

Having succeeded in temporarily repelling Fendel's army, Asbel reunites with his mother Keri after seven years. Reflecting anew on the situation in Rant, Asbel decides to leave the knight academy, succeed his father, and protect Rant.

Rant | TOWN | MAP P215

No.033 Reuniting with Kelly

(Event Data)

"14 Flowers for the Farewell" P215

Trigger conditions: Obtain "Picked Flower" in the garden and complete the request

When you return to Rant, Sheria will leave the party to tend to the wounded. After hearing that Fendel's army has deployed near the border fort, head to the lord's manor to devise an attack plan against Fendel's forces.

In the lord's manor gar
can obtain
the "Picked Flower" rec
Can acquire
the "Picked Flower".

Immediately
give the
"picked
flower" to a
maid inside the lord's mansion and talk to her to do it.

No.034 Write a resignation from the Knight School in your room

After deciding to succeed your father's position to protect your hometown Rant and a girl who resembles Sophie, go to your room on the second floor of the lord's manor and write a resignation from the Knight School. After that, you will head to the study to investigate information about the Fendel army.

Having
become a
young man,
Asbel gives up
his dream of becoming a knight and chooses the path of becoming a lord.

Check! Before going to the study....

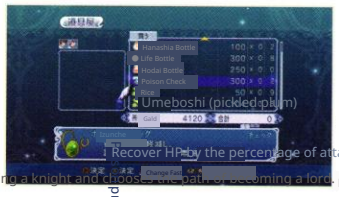
After writing the withdrawal notice from the Knight Academy in your room, the next destination is the first-floor study. However, if you rest on the bed in your room before going to the study, Asbel will have a dream in which he struggles between ideals and reality. Seeing this event does not grant any items, but it reveals Asbel's inner thoughts, so be sure to check it out. Note that this event cannot be triggered by talking to the maids inside the lord's manor and then resting.

Asbel, who
had resolved
to become
the lord of
Lant, dreams of becoming a knig

No.035 Plan a night raid on the Fendel army

From past documents gathered in the office, Asbel learned that the seaside cave connects to a Fendel army encampment nearby. He devised a surprise-attack plan using the cave. If Shelia and a girl who resembles Sophie agree with that idea and join the party, head for the seaside cave beside the North Lant Road.

When you
examine the office bookshelf, "
You can obtain
one of the
princess story masterpieces fro



Prepare for
poisonous
monsters that appear in caves l

Chapter 10

"Rant Exile"

Asbel, having decided to succeed his father and protect Rant, plans a night attack on the Fendel army deployed near the border. However, Rant is attacked in the meantime and the night raid fails. When Asbel and his group hurriedly return to Rant, what they see is……

North Rant Road FIELD MAP P217

No.036 Name the girl Sophie again

(Event Data)

C043 "Doesn't Become Honest" P217

Trigger condition: Approach the entrance to the back hill of Lant

Proceed along the North Rant Road toward the seaside cave to trigger an event. Asbel names a girl resembling Sophie "Sophie." After the event, carry out the night raid on the Fendel army, so advance along the North Rant Road first and head for the seaside cave.

Seaside Cave DUNGEON MAP P223

No.037 Dive into the water and head for the plaza located further inside

(Event Data)

■C044 "It's hard to breathe" P223

Trigger condition: After seeing C043, approach the diving point

C372 "Proceed Beyond the Water" P223

Trigger condition: Emerge from the water

■C045 "Memories of the Illustrated Guide" P223

Trigger condition: Discover the Light-Spirit's Dwelling

C324 "Um, it's pointless to keep doing that..." P223

Trigger condition: Dive into the water at least once

C046 "The Honest One" P223

Trigger condition: Discover the poisonous seaweed

C047 "I'm the Only One!" P223

Trigger condition: Approach the northern exit

The subterranean lake blocking your path can be passed to the other side by moving close to the shore and pressing the button. After defeating the Queen Slime that appears in the plaza, wait until night and then launch a surprise attack on Fendel's army deployed on the northern Rant road.

Side paths contain treasure chests and discoveries, so don't miss them.

Check! Accumulate dives into the water before the boss battle

Chat 324 "Um, it's pointless to keep doing that... ..." has the trigger conditions of diving into the water 11 or more times and going to the room just before the plaza where the Queen Slime appears. The period during which it can occur is very short—only until the Queen Slime is defeated—so it is easy to miss. Even if you detour to collect items from treasure chests or to discover "Light-Spirit Insect's Dwelling" and "Poisonous Seaweed," you still will not have met the required number of dives. Before heading to the Queen Slime, be sure to dive into the water several times.

BOSS Queen Slime, Green Slime ×7

The Queen Slime and the seven Green Slimes that the Queen Slime spawns each time it reaches certain HP will spit a liquid straight ahead that inflicts the poisoned status on targets. To reduce damage from the poison, equip everyone with the "Poison Check" purchased in Rant, and whenever possible circle to the enemies' flanks or rear before attacking. Also set your allies' tactic to "Follow the Leader" and prioritize defeating Green Slimes with low HP. As the number of enemies decreases, rear support from Sophie and Sheria will be less likely to be disrupted, allowing you to fight more advantageously.

Attack with A-techniques that exploit the Green Slime's weakness while using step

▼ Boss Data

Queen Slime P485

No.064 Lv 20 HP 4320

Race Amorphous

Green Slime P485

No.070 Lv 14 HP 1361

Species Amorphous

North Rant Road FIELD MAP P217

No.038 Night raid ends in failure

(Event Data)

- CO48 "Run Like the Wind" P217
  Trigger condition: Discover remnants of the conflict
- C049 "Rush to Rant" P217
  Trigger condition: Approach the hill behind the land

The Rant army launched a night attack on Fendel's camp, but it failed due to a miscommunication after Fendel's forces had already raided Rant earlier. You will want to hurry to Rant, but there is no time limit set for returning to Rant. Before returning, detour near the border area and the hills behind Rant to check the Discovery "Remnants of the Conflict" and Chat 049 "Hurry to Rant".

Discovery "Remnants of the Conflict" can be found by following the North Rant Road toward the hill.

Rant TOWN MAP P215

No.039 Cooperating with Hubert

When you return to Rant, Fendel's army has already attacked, but Hubert — who was adopted into the Oswell family seven years ago — arrives leading Strata's forces to provide relief. First, you and Hubert should defeat four Marksmen to force Fendel's troops to withdraw from Rant. After that, the scene automatically shifts to the lord's manor garden.

BOSS Marksman ×4

The four Marksmen are positioned three in front and one in the rear. First, Asbel should stand at the front and brace the defense, protecting Hubert from gunfire until Hubert can take down the one at the back. Then close into melee and, together with Hubert, finish off the remaining three. Once you close the distance, you can overwhelm them with quick A attacks.

▼ Boss Data

Marksman P503

No.241 Lv 14 HP 1648

Species Human weakness

No.040 Confrontation with Hubert

After the exchange in the courtyard is over, go to Hubert's office to hear what he has to say. There, Hubert casts a contemptuous look at Asbel, who abandoned his home yet now poses as the lord, and taunts Asbel by calling his time at the knight academy nothing but play. Thus, wagering the title of Lord of Rant, a one-on-one duel with Hubert begins.

BOSS Hubert

To be blunt, you cannot win this battle. Even on a second playthrough or later where the player carries over advantages, victory is impossible. If you get into a pinch, do not use healing items—lose quietly to advance the story. Also, during this battle the enemies' Ares gauge will automatically increase, but if you receive an enemy Mystic Arte while Ares Break is active, the battle will end regardless of remaining HP.

To receive Hubert's Mystic Arte, approach an enemy while in Ares Break.

▼ Boss Data

Hubert (A) P510

— Lv 28 HP 1980

Species Human Shu

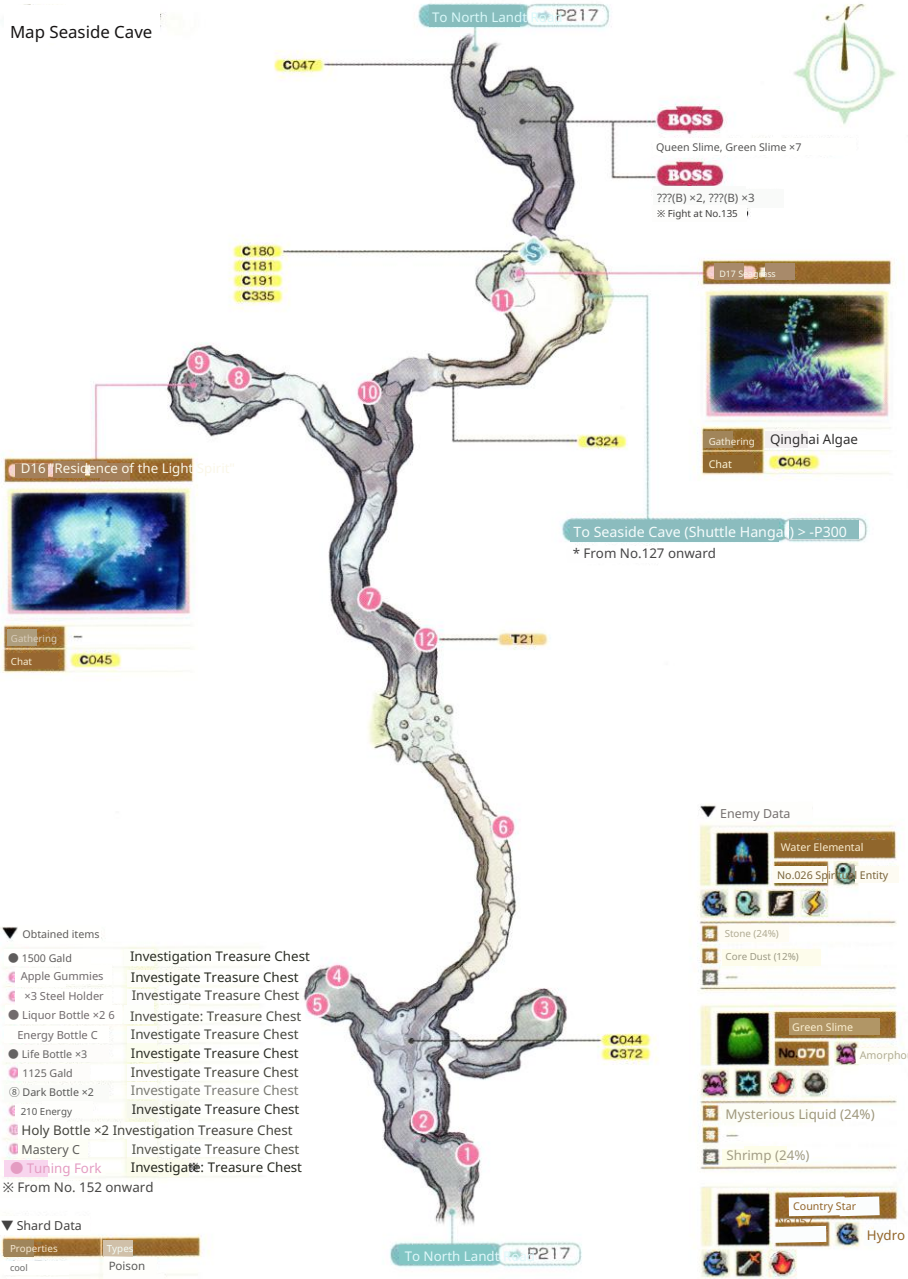
East Rant Highway FIELD MAP P212

No.041 To Baronia Together with Sophie

After losing the confrontation with Hubert, you are driven out to the East Rant Road and will not be able to enter Rant for a while. Next, to have Richard hide Sophie, board a ship from the port of contact to Baronia and head to Baronia.

The mysterious pursuer closes in to abduct Asbel but Sofie rescues

Map Seaside Cave



▼ Obtained items

1500 Gald	Investigation Treasure Chest
Apple Gummies	Investigate Treasure Chest
×3 Steel Holder	Investigate Treasure Chest
Liquor Bottle ×2 6	Investigate: Treasure Chest
Energy Bottle C	Investigate Treasure Chest
Life Bottle ×3	Investigate Treasure Chest
1125 Gald	Investigate Treasure Chest
Dark Bottle ×2	Investigate Treasure Chest
210 Energy	Investigate Treasure Chest
Holy Bottle ×2	Investigation Treasure Chest
Mastery C	Investigate Treasure Chest
Tuning Fork	Investigate: Treasure Chest

※ From No. 152 onward

▼ Shard Data

Properties	Types
cool	Poison
beautiful	Defense
slick	Mind
elegant	Resist
—	Revamp

▼ Enemy Data

Water Elemental
No.026 Spirit Entity
Stone (24%)
Core Dust (12%)
—

Green Slime
No.070 Amorphous
Mysterious Liquid (24%)
—
Shrimp (24%)

Country Star
Hydro Machine
Falling Shells (24%)
Falling Clam (12%)
—

Chapter 11

"Reunion with a Friend"

Asbel was defeated in the struggle with Hubert for the lordship and was banished from Rant. To make matters worse, news of Richard's death reaches him. To verify the truth, Asbel sets out to search for Richard.

Baronia TOWN MAP P210

No.042 Searching for Richard

Upon arriving in Baronia, he is accused of being involved in Prince Richard's murder and is pursued by the knights. To confirm whether Richard is truly dead, enter the capital's underground from the cathedral and find Richard.

From now on, "Parara Icheck" will be useful, so buy four of them.

Capital Underground DUNGEON MAP P225

No.043 Reunion with Richard after Seven Years

(Event Data)

- 050 "The Place of Loss" P225
  Trigger condition: Enter the capital's underground
- C373 "Open the Door" P225
  Trigger condition: Approach the stone door
- C051 "Time and Change" P225
  Trigger condition: Discover a large something bone

First, meet Richard on the mid-level of the capital's underground and hear that Richard's life is being targeted by his uncle, Duke Serdik. Like this, immediately after that, if you repel the pursuers who attack, Richard will gain the titles "His Highness Who Wishes for Peace" and "Old Friend" and join the party. Next, escape from the capital underground and head for Grellside, ruled by Duke Dale.

Open this door to escape from the capital. Also see Chiset 373 "Open the

Check Feed the cat

There are ten cats in towns across the world, including the one in front of the Baronia cathedral. If you feed all the cats, you will be able to go to the Cat Village (→P453), so be sure to feed any cat you find. Refer to the table below for their locations.

The bait to give to the cat can be any seafood. "Asari" (clams) are best.

▼ Locations of the cats

Town Name	Location	Reference
Baronia	In front of the Cathedral	P210
Grellside	Inside the hut by the shore	P233
Or-Reilleu	Beside the research facility	P253
Sable Isoleru	White Wine Noble Residence	P256
Yuriberute	Near the Warrior's Records	P262
Arena Island	In front of Pascal's room	P271
Beranikku	Inside Private House 2	P277
Zavēto	Square ※	P281
Village of Anmaruchia		P285
Rant		P215

※ No.152 and later

BOSS Tracker, Fighter

It's troublesome that two appear at the same time, but each one isn't very strong. Set your allies' tactic to "Follow the Leader", and with Sophie use A attacks to target their weaknesses; focus first on defeating one of them.

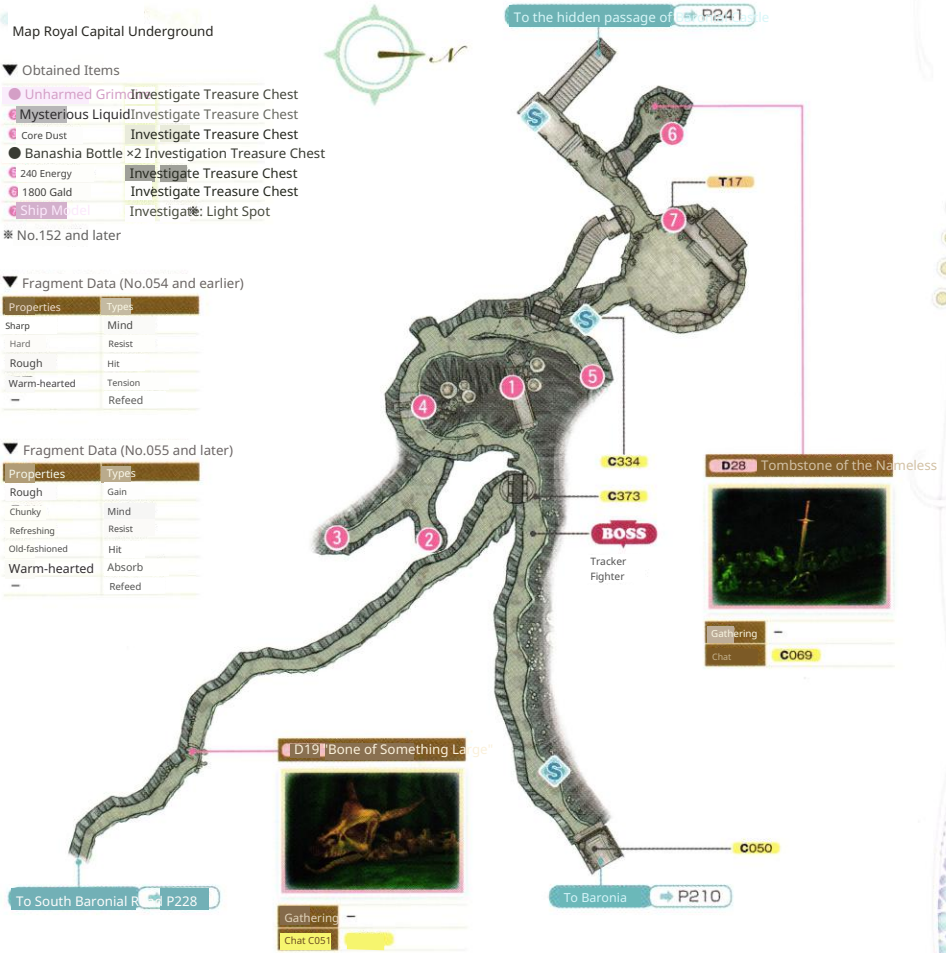
▼ Boss Data

Tracker P493
No.143 Lv 18 HP 2276
Species Human weak

Fighter P497
No.185 Lv 19 HP 2933
Species Human weak

Map Data

Map Royal Capital Underground



Obtained Items

Unharmed Grim	Investigate Treasure Chest
Mysterious Liquid	Investigate Treasure Chest
Core Dust	Investigate Treasure Chest
Banashia Bottle ×2	Investigation Treasure Chest
240 Energy	Investigate Treasure Chest
1800 Gald	Investigate Treasure Chest
Ship Model	Investigate※: Light Spot

※ No.152 and later

Fragment Data (No.054 and earlier)

Properties	Types
Sharp	Mind
Hard	Resist
Rough	Hit
Warm-hearted	Tension
–	Refeed

Fragment Data (No.055 and later)

Properties	Types
Rough	Gain
Chunky	Mind
Refreshing	Resist
Old-fashioned	Hit
Warm-hearted	Absorb
–	Refeed

Enemy Data

Chapter 12

"Cheerful Companion"

Having safely reunited with Richard, Asbel learns that Duke Serdik and a company of knights have staged a rebellion. Leaving the royal capital behind, the party adds a cheerful companion named Pascal along the way and heads straight for Grellside to seek the aid of Duke Dale.

South Baronia Road FIELD MAP P228

No.044 Rebel the pursuers again

(Event Data)

C052 "Toward the future" P228
Trigger condition: Discover the floss of the balloon flower

C053 "A place of no return" P228
Trigger condition: Approach the hut beside the highway

After escaping the royal capital's underground and reaching the South Baronia Road, first rest in the hut beside the highway to heal Richard's wounds. After Richard tells you that the knights have taken the king's life, pursuers will attack again shortly afterward. After repelling the pursuers, discover "Balloon Flower Floss" and then proceed south along the South Baronia Road.

"Balloon Flower Seed Fluff" can be found a short distance north of the hut beside the road.

BOSS Fighter ×2, Bow Shooter

The Fighters and Bow Shooters are weak to Human, Strike, and Paralysis attributes. Use Sophie's or Asbel's A-techniques that possess these attributes to first defeat the Bow Shooter who uses projectiles. If you are not controlling Richard, it's a good idea to turn off the use of "Leap Will" and "Restless Sword" so he won't start casting artes right in front of the enemy.

▼ Boss Data

Fighter P497
No.185 Lv 19 HP 2933
Species Human — Weakness

Bow Shooter P502
No.232 Lv 19 HP 1950
Species Human — Weakness

Check! Limited-time items at Kamenin Shop

Once Richard joins your party, the following items will be added to the stock at Kamenin Shops nationwide. These are somewhat stronger than previous weapons, so buy them as long as your available guld allow. Also, to prepare against Mercreus's petrification you will face in the next destination, the Wallbridge Underground Ruins, you should purchase the "Panacea Bottle". Note that the items listed below will stop being sold after Chart No.071 has passed.

▼ Limited-time items until No.071

Items	Usage
Steel Sword	2300
Steel Wrist	1930
Steel Knife	1800
Steel Edge	2060
Steel Staff	2430
Steel Saber	2170
Steel Plate	1960
Steel Cloak	1720
Steelware	2240

No.045 Pascal Joins the Traveling Party

(Event Data)

CO54 "Alliance Agreement" P228
Trigger condition: Pascal joins

The impregnable fortress Wallbridge, located between Baronia and Grelside, had already fallen into the hands of Duke Serdic. As the party struggled to devise a way to break through Wallbridge, a cheerful woman named Pascal appeared and joined the group. After hearing from Pascal that ruins stretch beneath Wallbridge all the way to the other side, enter the Wallbridge underground ruins from the teleport device just ahead.

Pascal, who saw a phantom of Sofi in the underground ruins, persistently

Wallbridge Underground Ruins DUNGEON MAP P229

No.046 Bre k through the ruins by riding a moving fl

(Event Data)

C055 "For me, for myself, for her" P229

Occurrence condition: Discover the imaging device

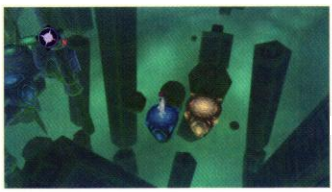
C056 "Investigative Inference Hobby: Ruins" P229

Trigger condition: Discover the Taciturn Stone

C057 "Ah. I want to touch it" P229

Trigger condition: Re-enter the ruins and proceed a short distance

Upon entering the Wallbridge Underground Ruins, an event will automatically grant Pascal the title "Ruins Diver." After that, ride the moving platforms to reach Basement 1 and examine the discovery "Imaging Device." Defeating Mercurius that appears here will allow Sophie to obtain the title "Present Existence." Then continue riding the moving platforms, find the discovery "Taciturn Stone," and exit to Grellside Highway. If you get lost, refer to the steps below.



The key point to proceed is to knock the floating stones away using the moving platform.

BOSS Mercurius

While Mercurius still has sufficient HP, sidestep to get behind or to the side before attacking. Once its HP drops to around half, it will start frequently using petrification attacks and spinning attacks that hit in all directions, so use guarding and backsteps to defend against its attacks.

▼ Post Data

Mercurius P505

No.266 Lv 26 HP 9900

Species Reptile Weaknesses

Grellside Highway FIELD MAP P230

No.047 To the Lakeside Town Greliside

(Event Data)

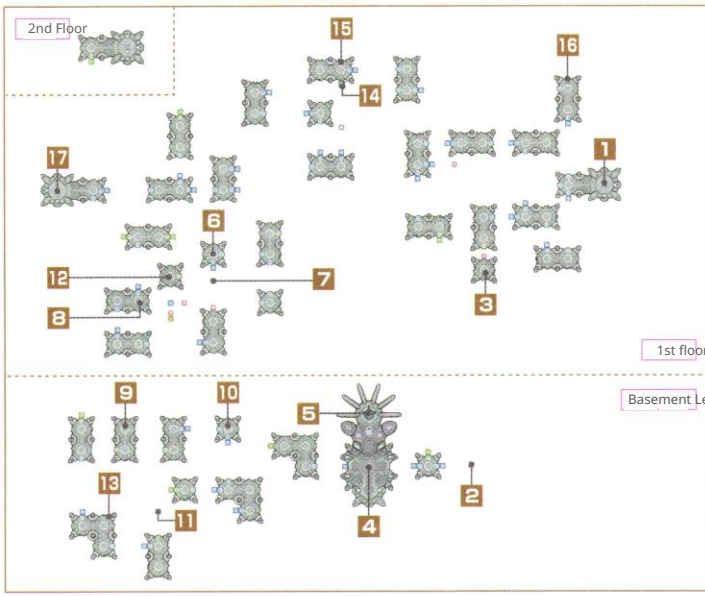
CO59 "I Wanted You to Tell Me" P230

Trigger condition: Approach the Potato

C058 "Crisis Management" P230

Trigger condition: Discover the Potato

Proceed west along the Greliside Road, and an event will occur where Richard brushes off Sophie's hand. After that, discover the "Potato" in Discovery, then continue west to reach the lakeside town of Greliside.



Procedure

1 Enter the Wallbridge Underground Ruins from the South Palonia Road Use the mov

Obtain 3 items

Defeat Mercurius

5 Discovery: Find the "Imaging Device"

Obtain 6 items

7 Use the moving platform to bounce the floating stone sou

Obtain 8 items

Obtain 9 items

Obtain 10 items

11 Use the moving platform to bounce the p and create a foothold.

Obtain 12 items

13 Discovery: Find "The Taciturn Stone"

14 Use the moving platform to bounce the f and create a foothold.

Obtain 15 items

Obtain 16 items

Proceed to Grel Side Road

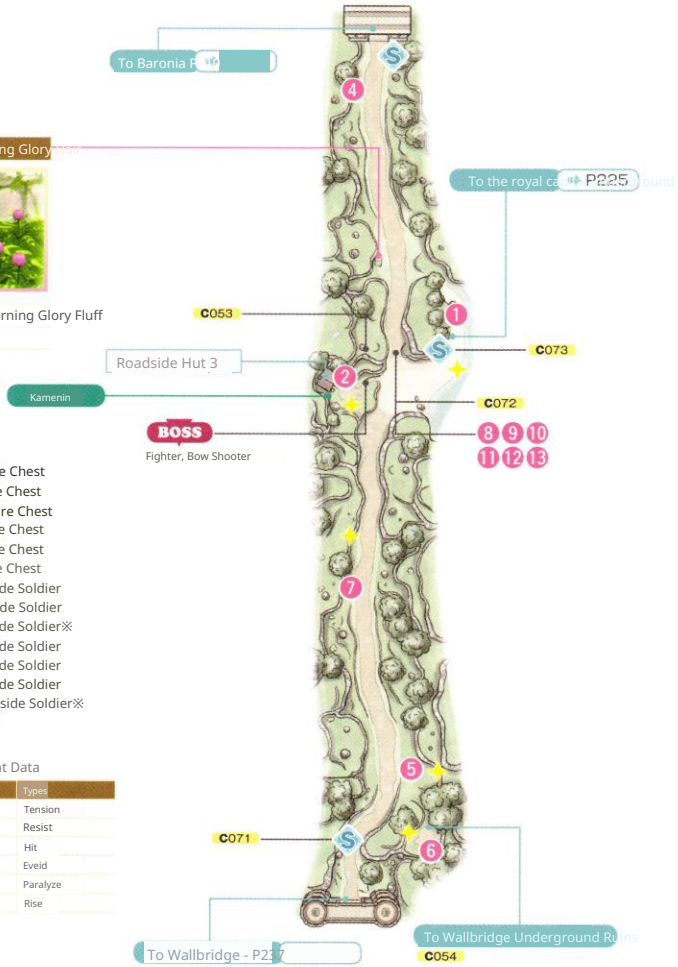
Map Data

Map South Baronia Road

D20 Balloon Morning Glory

Gathering — Balloon Morning Glory Fluff

Chat C052



▼ Obtained Items

Red Ribbon	Investigate: Treasure Chest
Baralai Check	Investigate Treasure Chest
Pasta ×3	Investigation Treasure Chest
Feather	Investigate: Treasure Chest
Rusty Nail	Investigate: Treasure Chest
658 Gald	Investigate Treasure Chest
Peach Gummy ×3	Conversation Grellside Soldier
Apple Gummy ×3	Conversation Grellside Soldier
All Divide	Conversation Grellside Soldier※
Elixir	Conversation Grellside Soldier
Life Bottle ×3	Conversation Grellside Soldier
Hourglass	Conversation Grellside Soldier
Banashy Bottle ×3	Conversation Grellside Soldier※

※ From No.054 to No.058 until defeating Victoria

▼ Items obtained from the High Fragment Data

	Properties	Types
1~256 Gald	Hard	Tension
Apple	Beautiful	Resist
Gummy Fruit	Refreshing	Hit
Shell	Elegant	Eveid
Scale	Warm-hearted	Paralyze
Magic Karuta No.05	—	Rise
Trash		
Saffron		

▼ Enemy Data

Tortus — No. 140 Reptile

Shell (24%)
Whirlpool Shell (12%)
Asari Clam (21%)

Water Elemental — No.026 Special Entity

Stone (24%)
Core Dust (12%)
—

Nation Star — No. 156 Aquatic

Fall Shell (24%)
—
Ikura (21%)

Country Star — No. 057 Aquatic

Fa Shell (24%)
Fa Clam (12%)
—

Fake Apple — No. 191 Slave

Fa Fur (24%)
High-quality fur (12%)
Apple (21%)

???(B) — No. 305 Fiend

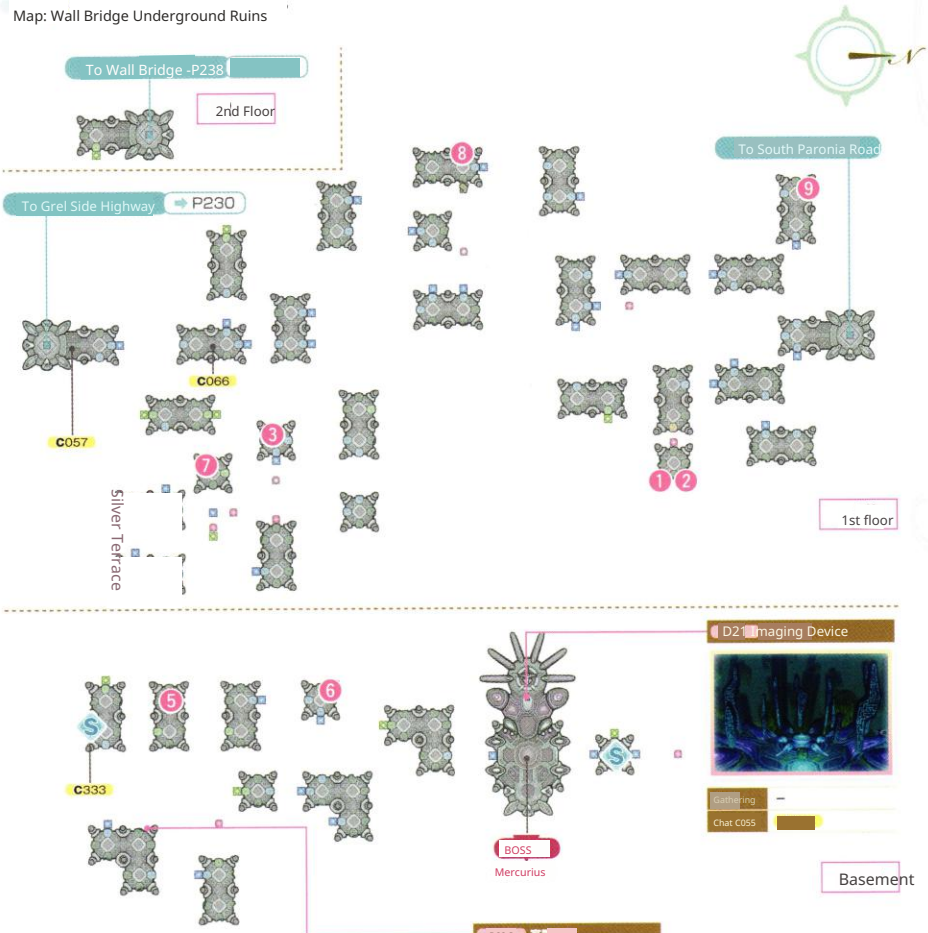
Gummy Fruit (24%)
Red Wine (12%)
Beef (6%)

???(C) — No. 306 Fiend

Fallen Rusted Sword (24%)
Dangerous Liquid (12%)
Minced Meat (6%)

※ ??? (B) and ??? (C) appear from No. 121 onward

Map: Wall Bridge Underground Ruins



▼ Enemy Data

Lizard
No.282 Reptile
Scales (24%)
Hard scales (12%)
–

Old Bat
No.046 Mo
Tattered Teeth (24%)
Pointed Tooth (12%)
Tomato (24%)

Rover
No.301 Amorphous
Mysterious Liquid (24%)
Dangerous liquid (12%)
Carrot (21%)

Kevlaraptor
No.074 Reptile
Chipped Claw (24%)
Pointed claw (12%)
Beef (21%)

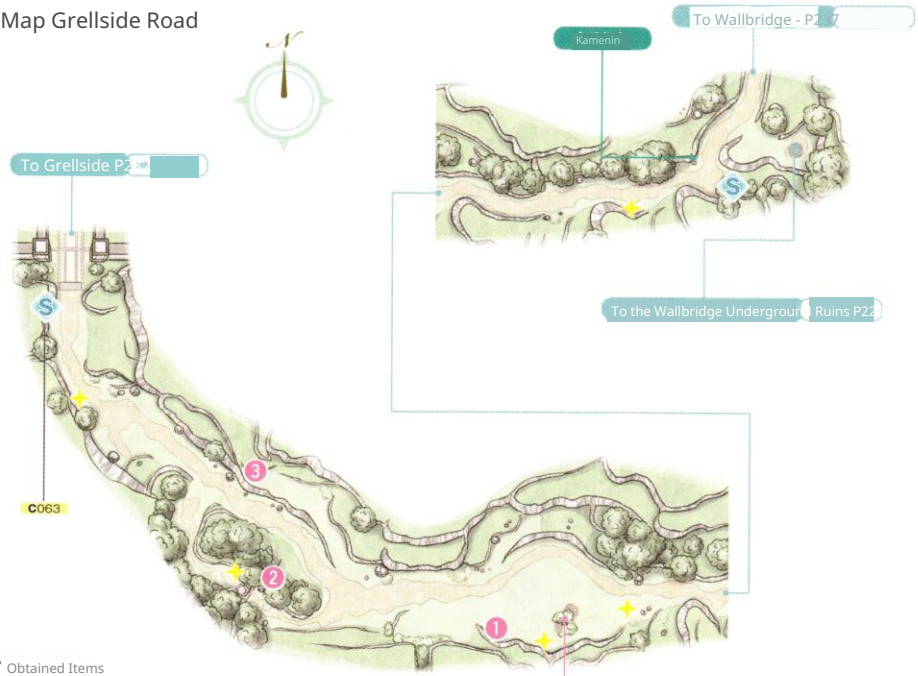
▼ Shard Data

Natur	Types
Sharp	Baralize
Rough	Hit
Smooth	Evade
Old-fashioned	Attack
Gentle	Holy
–	Exceed

▼ Obtained Items

255 Energy	Investigate Treasure Chest
Red Perfume	Investigate Treasure Chest
Consolidated crystal	Investigate: Treasure Chest
Flower Anklet	Investigation Treasure Chest
Self-supplied Grin	Investigate Treasure Chest
Steelware	Investigate Treasure Chest
Life Bottle ×3	Investigate Treasure Chest
Banashia Bottle ×2	Investigation Treasure Chest
Burning Check	Investigation Treasure Chest

Map Grellside Road



▼ Obtained Items

1920 Gald	Investigate Treasure Chest
Moistening Crystal	Investigate Treasure Chest
8 Peach Gummies ×2	Investigate Treasure Chest

▼ Items obtained from the light point

1–256 Gald
Apple
Gummy Fruit
Poison Sting
Mysterious Liquid
Magic Carta No.06
Trash
Saffron

▼ Chard Data

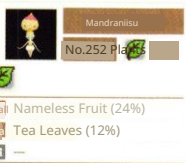
Properties	Types
Beautiful	Holy
Rugged	Evade
Refreshing	Attack
Elegant	Defense
Stubborn	Burn
—	Reforge

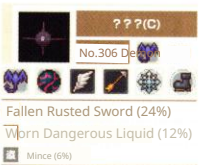
D23 Potato

Gathering Potato

Chat C058 C059

▼ Enemy Data





❄ ??? (B) and ??? (C) appear after No.121

Chapter 13

"Guidance of the Sword and Wind"

Guided by Pascal, Asbel and the others successfully pass through Wallbridge and finally arrive at Grelside. With the cooperation of Duke Dale, an operation to retake the royal capital begins, and the party heads to capture Wallbridge as the vanguard.

Grelside TOWN MAP P232

No.048 Meet Duke Dale

(Event Data)

- CO60 "Who are you?" P232
  Trigger condition: Approach the save point inside the inn
- CO61 "Lovey-dovey Bun" P232
  Trigger condition: Discover the Key of Glory
- C064 "Helpful People" P234
  Trigger condition: Discover the carrot on the Old Grell Road
- C065 "Overhaul" P212
  Trigger condition: Approach the T-junction on East Rant Road
- T22 "Bandit Subjugation" P234
  Trigger condition: On the Grell Old Road, talk with bandits three times and complete the quest

When you arrive in Grellside, first explore the town thoroughly. After obtaining items and discovering the "Bell of Glory," and after checking all chats, head north to Lord Dale's mansion in the town.

On the inn's first floor there are stairs to the second floor and a passage leading to the back door, so don't miss them.

There is a second cat at Grellside Port. Give it the fish sold at the tool shop.

After the event at the mansion ends, search the mansion and lakeside to collect items

No.049 Uprising Aimed at Recapturing the Capital

(Event Data)

- C062 "Because I'll get jealous" P232
  Trigger condition: Discover a washed-up letter
- CO63 "Where is the ruins' entrance?" P230
  Trigger condition: Approach the save point on the west side of Grellside Road

When you go to Lord Dale's mansion, as the first step in retaking the capital the Wallbridge assault plan is devised. Then Asbel vows to become Richard's "sword" to restore the kingdom and obtains the title "The Sword Who Will Recover the Kingdom."

Sophy for some reason feels uneasy when her friends Asbel and Richard are tog

Check! Before heading to Wallbridge....

Next, you will enter Wallbridge from the underground ruins. If you aim to conquer the chat, detour via the Grel Old Road to the East Lant Highway and check out the "Handy People" and "Overhaul."

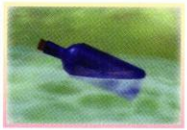
If you talk to the bandit on the Grel Old Road three times, | Travel "Bandit "Exter

The place where "Overhaul" occurs is around here on the East Lant High

Map Grel Side

Marquis Dale Manor 6
T23
C292

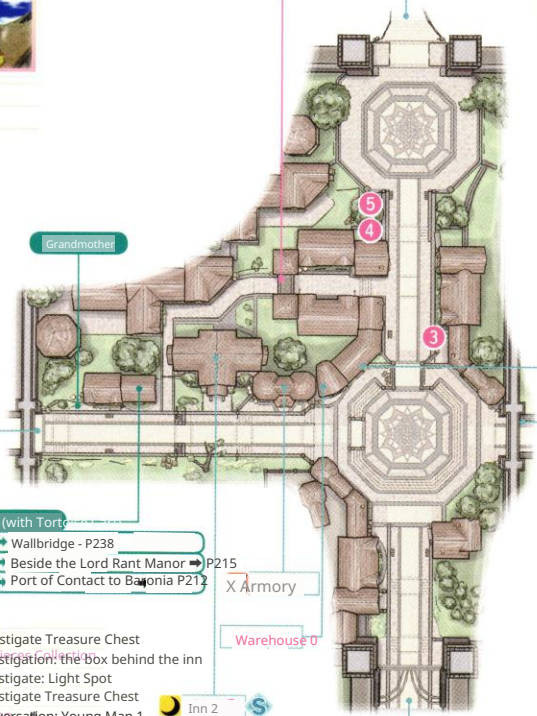
D25 | Polished-up Letter



Gathering –
Chat C062

D24 Blade of Glory

Gathering –
Chat C061



Grandmother

Item Shop

To Grel Old Road
➡ P234

To Grellside Port

Kamenin (with Torte)
➡ Wallbridge - P238
➡ Beside the Lord Rant Manor ➡ P215
➡ Port of Contact to Bajonia P212

X Armory

Warehouse 0

Inn 2
T63
T76
C060
C330

To Grel Side Highway ➡ P230

▼ Obtained Items

Magic Karuta No.1	Investigate Treasure Chest
Princess Tale Mas	Investigation: the box behind the inn
Nanohana Seeds	Investigate: Light Spot
Imp plush toy	Investigate Treasure Chest
Grimoire of Diss	Conversation: Young Man 1
Grimoire of Fortune	Investigation: Treasure Chest※2
Magic Card No.22	
Magic Card No.23	Conversation Maid
Magic Card No.26	
Magic Card No.27	
Crab	Investigation Crab

※1 Initially 50,000 galds are required, but if you haggle you can purchase it for 3,000 galds
※ Second password "4"

▼ Request data

Period	Related Items	獲得SP	Reward
–	White lead powder ×1	150	Burnin Check ×1
–	Liqueur Bottle ×3	320	Cute Anklet ×1
–	Carbonara ×1	510	Liqueur Bottle ×3
–	Quarter-sawn wood ×1	720	1440 gald
–	Parchment ×1	950	1900 gald
–	Life Bottle ×2	1200	Saffron ×1
–	Vongole ×1	1470	2940 gald
–	Pretty Anklet ×1	1760	Magic Karte No. 66
–	Dangerous Liquid ×1	2070	4140 Gald
–	Katana ※	2400	4800 gald
–	Horn ×1	3120	Mastery C ×1
–	Knights Armor ※2	3920	7840 gald
–	Tuna ×2	4800	9,600 guldos
–	Godslayer Sword ×1	5760	11520 Gald
–	Prince Plush ×1	6800	Red Saffron ×1
–	Taikōbō's Fishing Rod ※3	7920	15,840 gald
No. 048 and onward		1760	3,520 gald
No. 048 and onward	Dragon Lustrous Stone ×1	2400	4,800 Gald
After T23 occurrence	Proof of Disturbance ×1	3120	Rothendeur Rail ×1
No.152 and later	Transaction Application Form ×1	3920	7,840 Gald
The above completed		13200	26,400 gald

※Nature: beautiful ※2 Nature: Hard ※3 Nature: Soulful

▼ Shop Data

Inn	
Accommodation Fee	100
Item Shop	
Apple Gummy	100
Panacea Bottle	100
Life Bottle	300
Holy Bottle	250
Manual Book	500
Burning Check	1000
Weapons Shop	
Steel Sword	2300
Steel List	1930
Steel Knife	1800
Steel Edge	2060
Steel Staff	2430
Steel Saber	2170
Steel Plate	1960
White Cloak	1720
Steelware	2240
Steel Holder	460
Flower Anklet	930
Red Ribbon	770
Red Perfume	1020
Long Scarf	490
Preferred Customer Item	
Pasta	44
Asari	48
Shrimp	120
Battle Sword	6005
Magic Carta No.43	765
Saffron	4500
Rare Staff	27820
Ikura	192
Red Saffron	9000
Steel Staff ※	2430

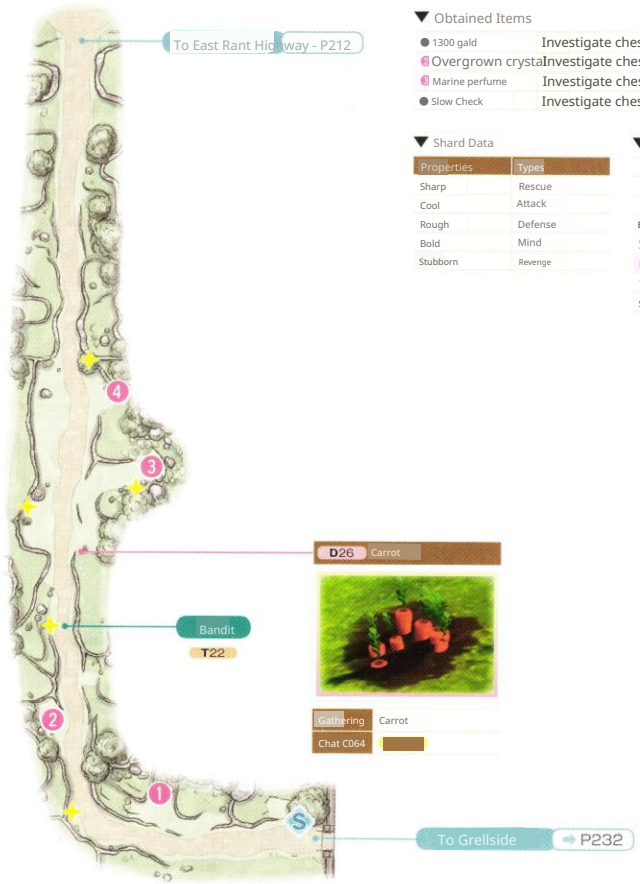
※Nature: Eugene-like

Map: Grellside Port

▼ Obtained Items

●Pasta ×3	Investigate Treasure Chest

Map: Grel Old Highway



▼ Obtained Items

1300 gald	Investigate chest
Overgrown crystal	Investigate chest
Marine perfume	Investigate chest
Slow Check	Investigate chest

▼ Shard Data

Properties	Types
Sharp	Rescue
Cool	Attack
Rough	Defense
Bold	Mind
Stubborn	Revenge

▼ Items obtained from the light point

1~256 Gald
Apple
Gummy Fruit
Broken Gear
Stone Material
Magic Carta No.07
Trash
Saffron

▼ Enemy Data

Wolf No.031 Mo
Fall Fur (24%)
Drop: Chicken (12%)
—

Tiny Wolf No.118 獣
Falling Crumbling Teeth (24%)
—
—

Bandit No.174 Human
Pork (24%)
Fa Minced Meat (12%)
Liqueur Bottle (21%)

Hunter No.171 Human
Fa Pasta (24%)
Egg (12%)
—

???(B) No. 305 Dem
Gummi Fruit (24%)
Fallen Red Wine (12%)
Beef (6%)

???(C) No.306 Fiend
Decayed Sword (24%)
Drop Dangerous Liquid (12%)
Minced Meat (6%)

※???(B) and ??? (C) appear from No.121 onward

Chapter 14

"Heading for Baronial Castle"

Asbel and his companions carry out an infiltration from the underground ruins to seize Wallbridge. Their plan is to operate the gate to cut off enemy reinforcements and lure Grellside soldiers inside, but along the way someone stands in Asbel and the others' path.

Wallbridge Underground Ruins

DUNGEON MAP P229

No.050 Entering the Wall Bridge from the 2nd floor

(Event Data)

C066 "Inside the Ruins" P229

Occurrence condition: After entering the underground ruins, proceed east

The entrance to the Wall Bridge is on the 2nd floor of the Wall Bridge Underground Ruins. To get there, first enter the underground ruins from Grellside Road and proceed north. Then, from the location where Chat C066 "Inside the Ruins" triggered, go up to the 2nd floor using the moving platform located to the west.

Chat 057 "Ah \"I want to touch it\" If you have not seen it yet, you can still see it at this time.

Wallbridge

DUNGEON MAP P237

No.051 Move the bridge and gates in sequ

(Event Data)

C067 "With You" P237

Occurrence condition: Approach the save point located on the walkway

C068 "All-Out Seriousness" P238

Occurrence condition: Discover the three-hundred-year barrel

The objective at Wall Bridge is, first, to cut off reinforcements from Baronial by raising the northern bridge. Next, head to the central tower to obtain the "Fortress Key" necessary to operate the southern gate. Finally, lower the southern bridge to open the gate and send allied Grelside troops inside. Incidentally, when Richard obtains the "Fortress Key," he earns the title "Furious Crown." After opening the southern gate, a tough battle with Malik awaits, so beforehand visit Kamenin located in the north main tower's right underground to prepare. Using a dualize combining the "Steel Saber" and the "Dark Creeping Crystal," craft the small sword "Famefeys" that can exploit Malik and his companions' weaknesses, and replenish healing items.

▼ Wall Bridge schematic (ascending ladder ⬆ ⬇ : Descending Ladder)

Steps leading up to the boss fight

1 Enter Wall Bridge
2 Obtain the item
3 View Chat 067 "Together with You"
4 Raise the north bridge
5 Discovery: Find the "Three-Hundred-Year Barrel"
6 Obtain the item
7 Obtain item ②
8 Dualize the "Fame Face"
9 Obtain the item
10 Go to the central tower
11 Obtain the item
12 Lower the south bridge
13 Obtain item
14 Open the south gate
15 Boss battle

BOSS Malik, Fighter ×2

If Malik is left alone, his powerful long-range attacks will one after another incapacitate your allies. To defeat Malik as quickly as possible, make Richard — equipped with "Fame Face" — the leader, and set the other characters' tactic to "Follow Leader." Once battle begins, focus on Malik and attack with A-techniques. Note, however, that using any technique other than "Akisame" as the third hit creates an opening. If Richard has not yet learned "Akisame," stop at the second hit and chain into a step to avoid leaving a gap.

When attacking a fighter, set the second-stage A attack to "Raijin Sword" to strike its weak point.

▼ Boss Data

Malik (A) P510

— Lv 25 HP 3200

Species Human — Weakness

Fighter P497

No.185 Lv 19 HP 2933

Species Human Weakness

No. 052 Reunite with Sheria

(Event Data)

C070 "Make me believe in you!" P237

Trigger condition: Approach the soldier at the central tower

When Malik is defeated, Richard will leave the party. Next, go to the central corridor on the first floor and add Sheria, who has come to tend to the wounded, to your companions. By the way, no more enemies will appear here, so while you go to meet Sheria you should also collect any items you left behind.

After defeating Malik you can now enter a place where [illegible] used to be and that was previously inaccessible. The [illegible] will become able to do so.

No.053 To Richard at the Central Tower

After adding Sheria as a companion, head to the rooftop of the Central Tower to pursue Richard, who has gone to Duke Dale. As Richard declares that enemy soldiers do not need healing and must all be executed, Asbel fiercely objects and is ordered to be confined to his room on the second floor of the southernmost tower.

During his confinement, Sheri joins the party

Upon joining, Sheria receives the title "Battlefield A

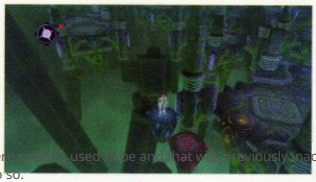
No. 054 Departing to Recapture Baronia

If you go to the North Gate of Wallbridge, you will find Richard preparing to sortie for Baronia and a large number of Grellside soldiers following him. After hearing Richard's message that he will allow the guerrilla force to participate in the effort to recapture Baronia, move from the North Gate to the South Baronia Road.

To go from the detention room of the southernmost tower to the North Gate, it is f

Check! Another Entrance to the Underground Ruins

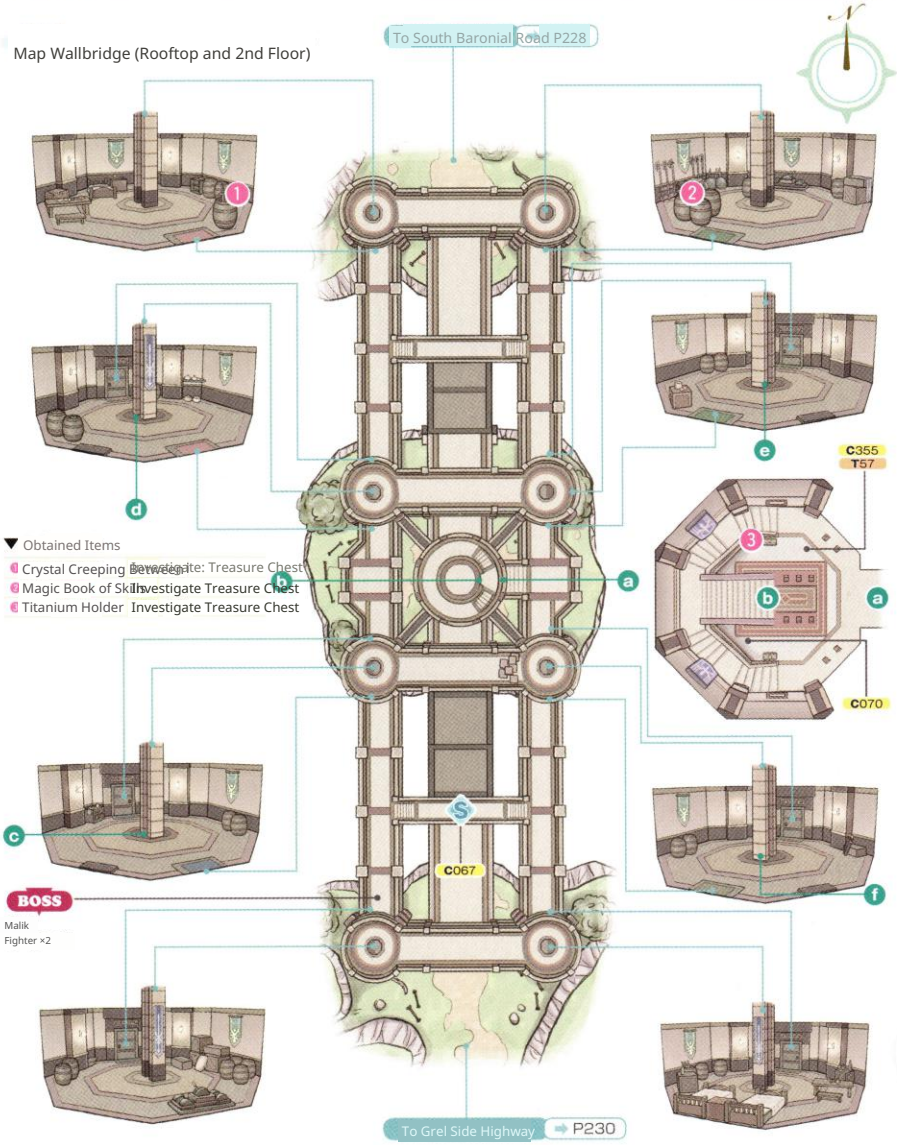
When Sheria joins the party in the detention room, from then on you will be able to access a different floor of the Wallbridge Underground Ruins from the northernmost tower's basement. It is not necessary to stop on this floor for story progression, but because you can obtain a large number of items, it is a good idea to visit it before heading to Baronia. See page 455 for details.



The enemies that appear are the same as before [illegible]. Use the moving platforms [illegible]. The [illegible] mechanism that was set up has

Map Data

Map Wallbridge (Rooftop and 2nd Floor)



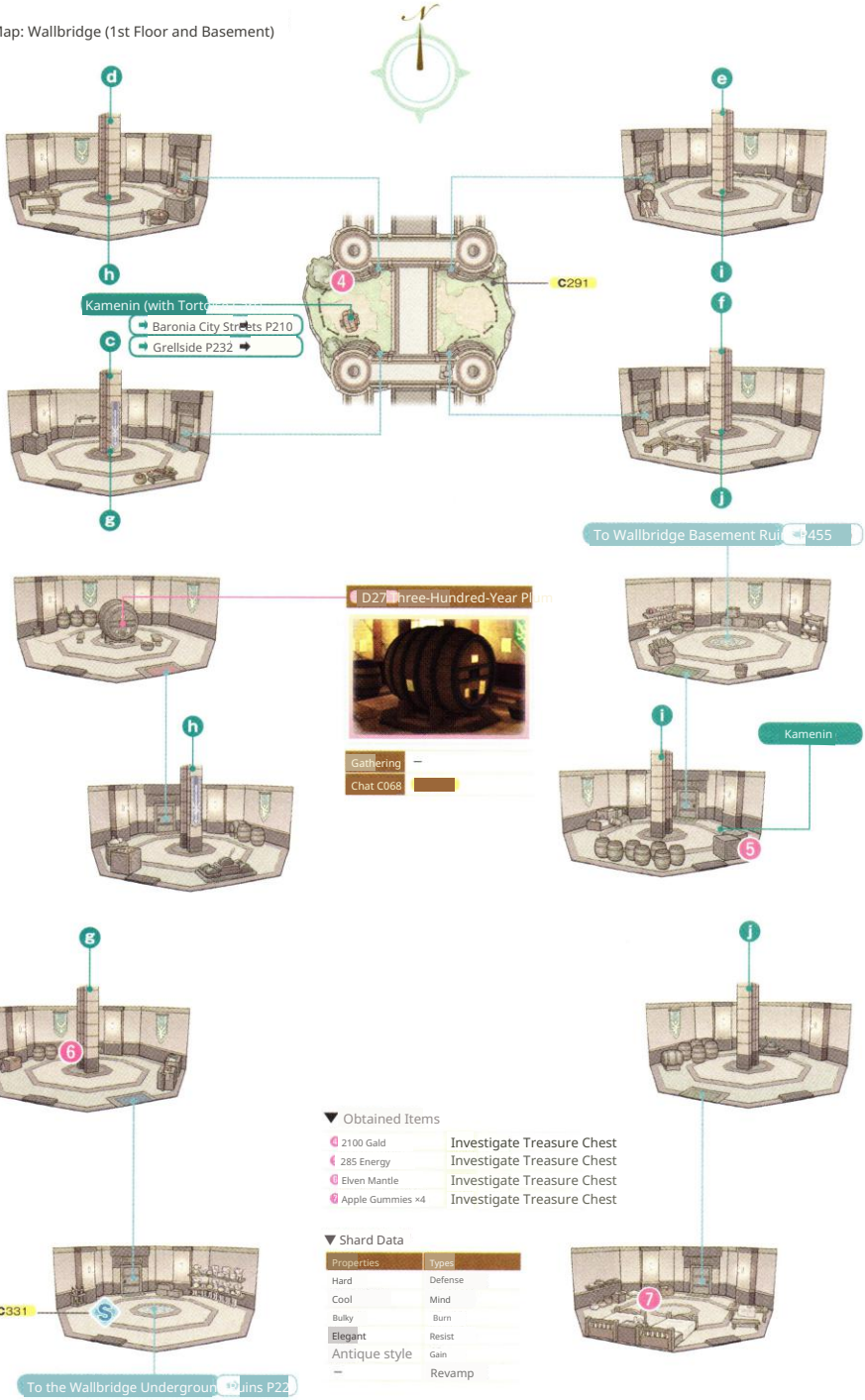
▼ Obtained Items

1. Crystal Creeping Between — Investigate: Treasure Chest
2. Magic Book of Skills — Investigate Treasure Chest
3. Titanium Holder — Investigate Treasure Chest

▼ Enemy Data

Fighter	Sargent	Bow Shooter
No.185 Human	No.086 Human	No.232 Human
Falling Rice (24%)	Falling Rice (24%)	Fall Bread (24%)
Nori (12%)	Drop Tea Leaves (12%)	Egg (12%)
—	—	—

Map: Wallbridge (1st Floor and Basement)



▼ Obtained Items

2100 Gald	Investigate Treasure Chest
285 Energy	Investigate Treasure Chest
Elven Mantle	Investigate Treasure Chest
Apple Gummies ×4	Investigate Treasure Chest

▼ Shard Data

Properties	Types
Hard	Defense
Cool	Mind
Bulky	Burn
Elegant	Resist
Antique style	Gain
–	Revamp

Chapter 15

"The Birth of the New King"

Prince Richard's forces, having taken Wallbridge, head toward Baronia Castle. When storming Baronia Castle, they lose soldiers to an ambush, but with the cooperation of Asbel and others, Richard succeeds in confronting his archrival, Duke Celdic.

Baronia Street FIELD MAP P228

No.055 Heading to the Royal Capital Underground

(Event Data)

C071 "Who really hates it?" P228

Trigger condition: Approach the save point on the south side

C072 "Don't worry about it~" P228

Trigger condition: Talk to the soldier who gives an Elixir

C073 "Time Spent Enthralled" P228

Trigger Condition: Approach the save point on the north side

The gate to the royal capital is closed, and at this stage you cannot go directly to Baronia Castle from the South Baronia Road. In the end, you will have to follow the party led by Richard and head from the royal capital's underground into the interior of the castle. Before that, stock up on pot energy and healing items at Kamenin. Also, don't forget to collect supplies from the six Grell-side soldiers. By the way, Chat 072 "Don't worry about it~" will only occur until you approach the soldier at the entrance to the royal capital's underground. Be careful not to accidentally talk to him before seeing this, or it will disappear.

The supplies you receive from the six soldiers are quite lavish. Make sure to collect them from everyone.

Capital Underground DUNGEON MAP P225

No.056 Enter the castle's hidden passage

(Event Data)

C069 "Anyone, to Someone" P225

Trigger condition: Discover the Tombstone of the Nameless

Unlike when Richard was recruited previously, this time you can explore every corner of the royal capital's underground. Recover items from chests you couldn't open before and discover the Discovery "Tombstone of the Nameless" while...

Head for the hidden passage in Lonia Castle. By the way, the enemies that appear themselves have not changed, so because character levels, party size, techniques, and equipment have been strengthened, you will relatively have fewer difficulties in battle.

Found the nameless on

Baronia Castle Hidden If you open the door just before the passage, you can discover the

Hidden Passage of Baronial Castle DUNGEON MAP P241

No.057 Drop the block into the groove to cross

(Event Data)

C074 "Unmarcia Tribe Secret Tradition" P241

Trigger condition: Discover the two urns

When you enter the hidden passage, Richard, who lost all his soldiers after being ambushed by the Knights, joins the party, bringing it to five members. Rearrange the four characters who will participate in battle into positions one through four.

There are no enemies in Baronia Castle's hidden passage, but block-based puzzles obstruct your path. Push or pull the blocks into the grooves and cross to the opposite bank.

To move a block, hold the C button to grab it and push the analog stick.

Blocks cannot surmount low ledges, but characters can step over them.

Baronia Castle | DUNGEON MAP ➡ P242

No.058 Defeat Duke Seldic

(Event Data)

■C075 "Close Attendant" ➡ P242

Trigger condition: Discover the Starting Country flag

C076 "Defeat the False King!" ➡ P242

Trigger condition: Approach the save point in front of the throne room

The objectives in Baronial Castle are to defeat Duke Seldic in the throne room and Victoria, who protects him along the way. Including these two, many enemies that appear are human and weak to paralysis; fighting with Richard equipped with "Fame Face" while mixing in "Raijin Sword" will defeat them efficiently. Prepare for the formidable Seldic by raising everyone's level to at least 20 during the journey. By the way, defeating Seldic makes the enemies inside the castle disappear, making exploration easier. On the way, just be careful not to miss Discovery and the two chats, and postpone collecting treasure chests.

Check: Create a gem with the Killer attribute

When you defeat Serdik, Richard will leave the party and will not rejoin until the "Lineage to the Future" chapter. Therefore, before the Serdik battle, have Richard make the equipped "Fame Face" into a mastered weapon, and use dualize with other mastered weapons to create a gem that has the Killer attribute. Doing so will make upcoming battles against powerful human-type enemies much easier. Incidentally, the only weapon with the Killer attribute is the rapier "Fame Face", and it never appears as a piece, so if you miss this opportunity you will no longer be able to obtain the Killer attribute.

Use the starting-point turtle man and the underground passage save point near your bases.

Enemies inside the castle have short respawn times, so you can quickly grind weapons to mastery in a short period.

BOSS Victoria

If Asbel, Richard, and Sophie continuously perform focused A-tech attacks, you can win without letting the enemies do much. However, be careful if an enemy's ERES gauge fills and an ERES Break occurs. To avoid being caught in Victoria's Mystic Art "Meteor Crash," move away from Victoria immediately with the controlled character at least.

When you defeat Victoria, Asbel will earn the title "Night Killer".

▼ Boss Data

Victoria ➡ P480

No.018 | Lv 26 | HP 13560

Species: Human — Weakness:

BOSS Serdik

If you have Asbel and Richard join the battle, in the early stages you can deal damage without receiving much counterattack thanks to numerical superiority. However, once Celdick's HP drops below about half, flames and lightning with attack hitboxes start lingering on the ground for a while, and the difficulty suddenly spikes. Touching these not only deals damage, but lightning also causes paralysis, so equip everyone with "Paralyse Check" in advance. Also, as a countermeasure against the enemy's secret artes, it is important to move away from Celdick immediately after an Ares Break occurs. Note that if you defeat Celdick, Richard will leave the party and will not rejoin until the "Lineage to the Future" chapter. If you have the leeway, unequip Richard just before defeating him.

Asbel is a title that increases critical rate against humans by 10%. Equip the "Knight Killer".

▼ Boss Data

Serdik ➡ P489

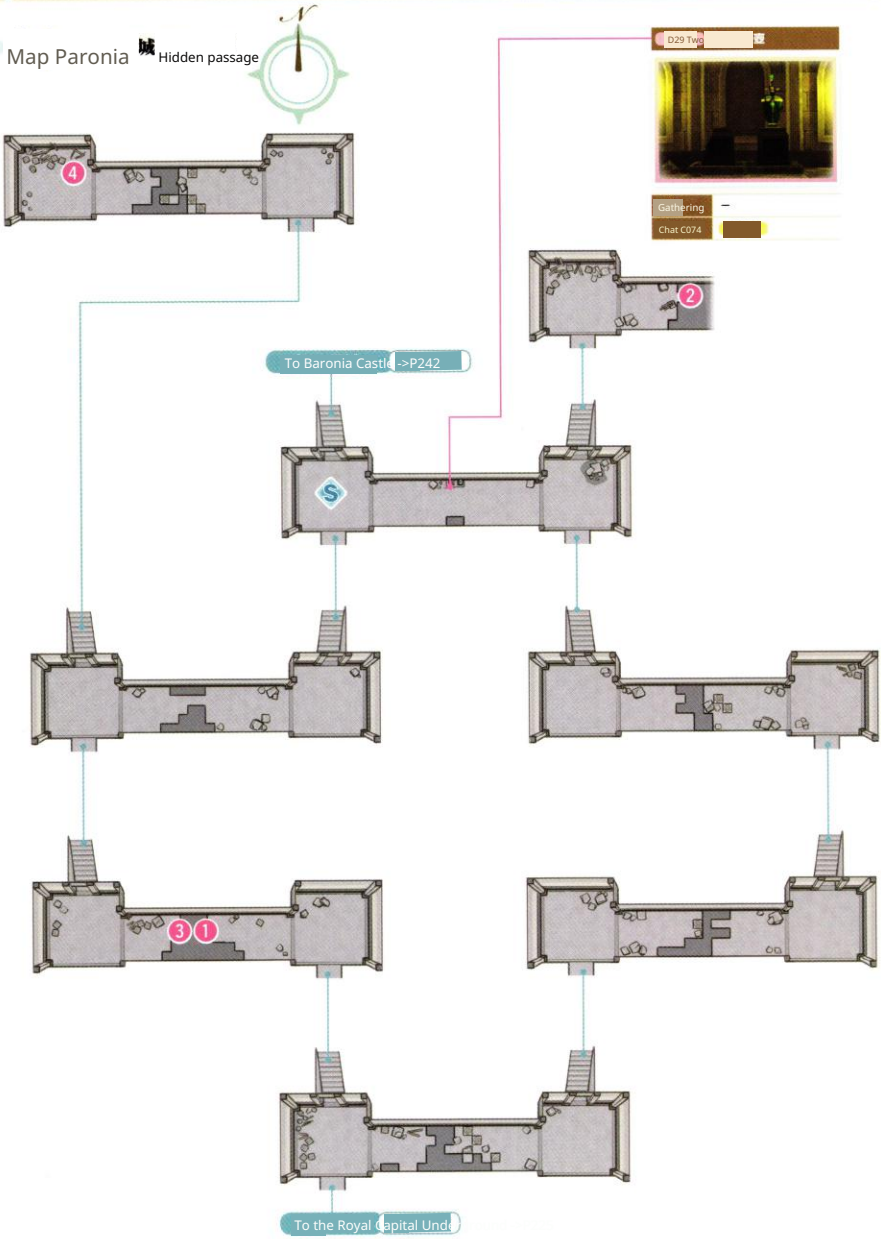
No.108 | Lv 30 | HP 19900

Species: Human — Weakness:

Map Data

Map Paronia

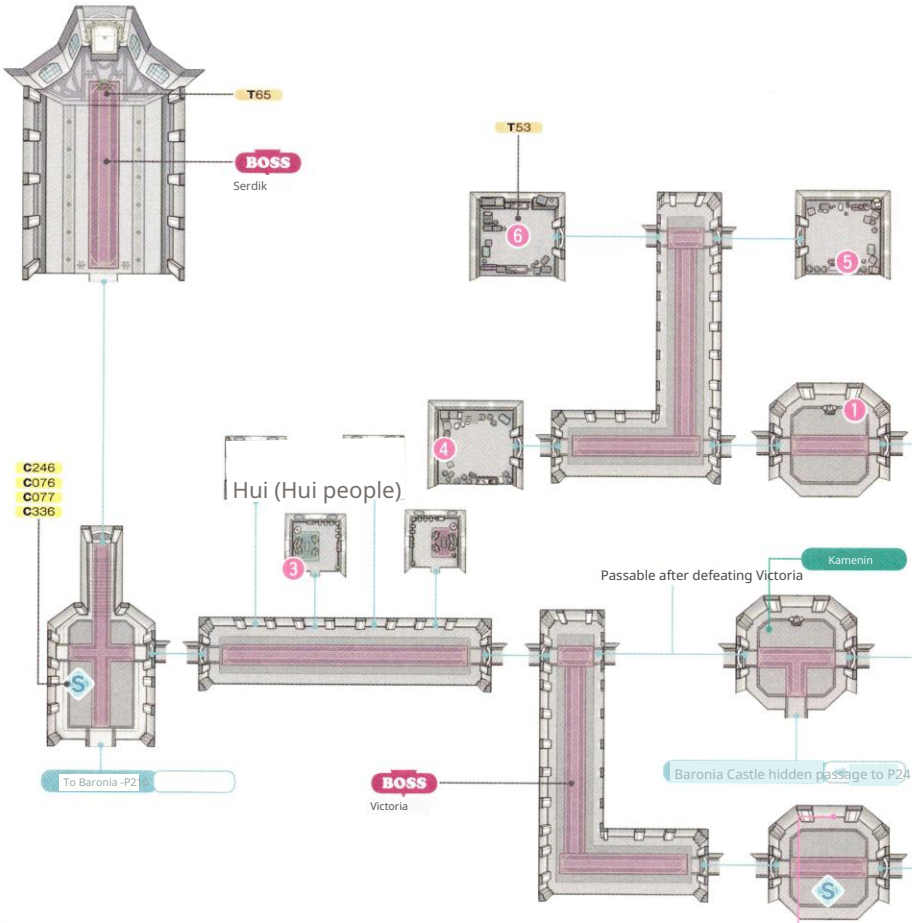
城 Hidden passage



▼ Acquired Items

● Beach Gummy ×2	Investigation Chest
② Mastery C	Investigation Chest
③ [illegible] Crystal	Investigation Chest
● Tome of Subjuga[illegible]	Investigation Chest

Map Baronia 城



▼ Obtained Items

● Life Bottle ×3	Investigate Treasure Chest
② Runeware	Investigate Treasure Chest
315 Energy	Investigation Treasure Chest
5760 Gald	Investigation Treasure Chest×1
Elixir	Investigation Treasure Chest×1
Pearl Thread	Investigation Treasure Chest2

※1 From No.058 onward
※2 From No.152 onward

▼ Shard Data

Properties	Types
Sharp	Absorb
Cold	Resist
Smooth	Hit
Bold	Evasion
Refined	Breath
–	Rise

▼ Enemy Data

Night Eagle
No.152 鳥

Drop Chicken (24%)
Beautiful Feather (12%)
Feather (21%)

Fighter
No.185 Human

Rice (24%)
Nori (12%)
—

Elite Guard
No.039 Human

Dropped Umeboshi (24%)
Broken Blade (12%)
—

Bow Shooter
No.232 Human

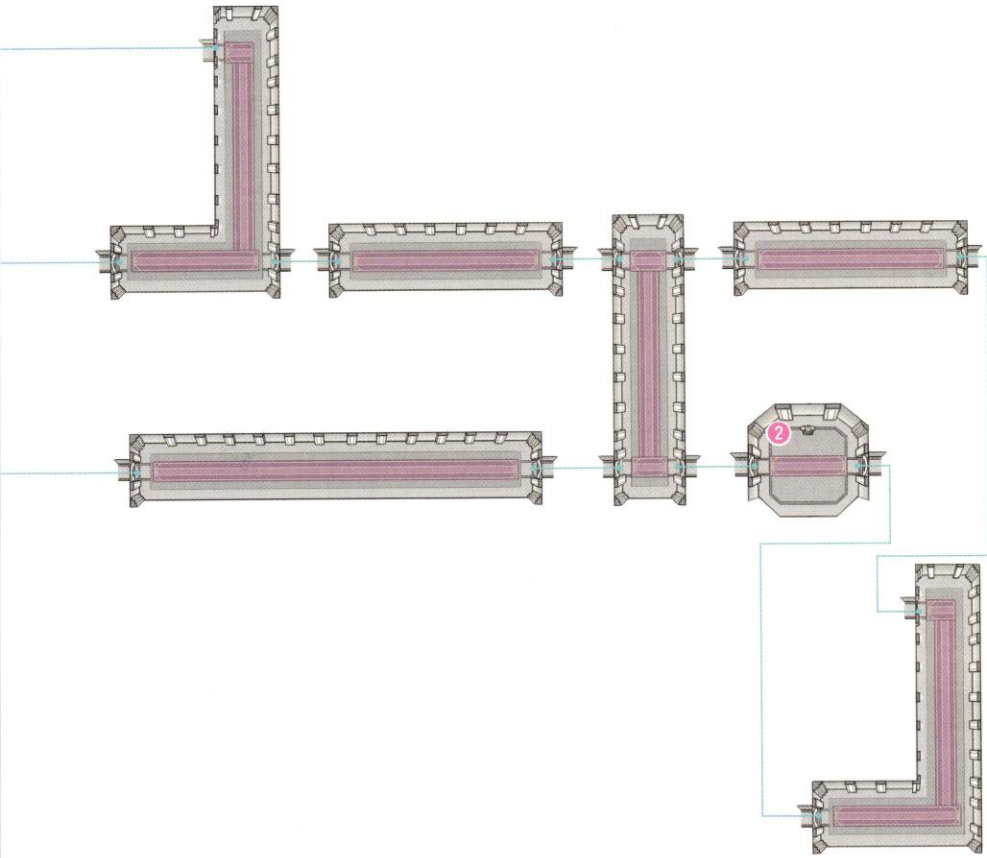
Bread (24%)
Fall Egg (12%)
—
Thief

Trooper
No.145 Human

Dropped Apple (24%)
Fallen pie crust (12%)
—
Sale

Sargent
No.086 8 Humans

Rice (24%)
Tea Leaves (12%)
—



Chapter 16

"Between a Friend and a Brother"

After defeating Duke Cerdic and taking the throne, Richard considered invading Rant to eliminate the Strata forces. To avoid battle, Asbel recruits Malik as a new companion and once again sets out for Rant.

Baronia Castle DUNGEON MAP P242

No.059 Audience with the New King Richard

After the coronation, Asbel intends to petition the new King Richard to show leniency toward the prisoners. Just then, a messenger from Richard arrives; Asbel leaves his companions waiting in the room and goes alone to the throne room where Richard awaits.

There are no enemies left inside the castle. If there are any items you missed, be sure to retrieve them.

(Open)

No.060 Volunteer as an Emissary of Peace

(Event Data)

C077 "Only Speak the Truth" P242

Trigger: Approach a save point after a companion has joined

Listening to Richard in the Throne Room reveals that the execution of the prisoners has been halted and that the Strata forces occupying Rant's mines have caused a shortage of lusterstone. Learning that Richard plans to remove the Strata forces from Rant, Asbel decides to go to Rant as an emissary of peace to avoid a military clash between Windor and Rant. After Richard finishes speaking and you return to where your companions were, Malik newly joins the party. At the same time you receive the titles "Richard Army Prisoner" and "Former Instructor." Afterwards, head to Rant to persuade Hubert.

Thanks to Asbel's suggestion, Malik, who had been [illegible] execution, joined Asbel. Join the party.

Baronia TOWN MAP P210

No.061 Boarding the Ship to Rant

(Event Data)

C078 "As a Friend" P210

Trigger condition: Approach the save point inside the inn

To go to the next destination, Rant, take a ship bound for the Rant contact port at Baronia Port, then from there follow the East Rant Road. Incidentally, you can also reach Rant by land via Baronia → South Baronia Road → Wallbridge → Grelside Road → Grelside → Old Grel Road, but this is a detour compared to the sea route and is therefore not recommended. However, if you missed items on the South Baronia Road, Grelside Road, or Old Grel Road, or if...

Search the area carefully in the field you can obtain "Balloon Flower Fluff", "Potato", and "Carrot", so you may choose to head to Rant by land if you want those items.

East Rant Highway FIELD MAP P212

No.062 Enter Rant via the Waterway

(Event Data)

C079 "Investigation Results" P212

Trigger: Approach the save point near the cabin

☒ T19 "Malik's Teacher" P212

Trigger condition: Talk to the old man inside the shack beside the street

After Malik joins, at the save point near the hut by the roadside Chat 079 "Investigation Results" and inside the hut Travel 19 "Malik's Teacher" will trigger. First, check these events. The gate to Lant is closed and cannot be entered from here, so enter Lant through the back entrance on the waterway.

"From the place where the 'Pyroxene Shard' is, if you pr
Backdoor leading to Tohe
There is.

Chapter 17

"Reunion after Seven Years"

Asbel and the others came to Rant as envoys of peace to prevent a clash between the Windor army and the Strata army. Asbel heads for the lord's mansion to try to persuade Hubert, but on the way Rant is attacked by someone.

Rant DUNGEON MAP P215

No.063 Persuading Hubert

(Event Data)

56 "Sophie's Seed Gathering" P215

Trigger: Examine the ☆ mark in front of Sheria's house

After entering Rant through the back entrance, the next objective is to speak with Hubert. Hubert is in the lord's mansion study, and after talking with him you will face a tough battle with Richard. Before that, stop by the turtle shop and the tool shop to prepare by restocking healing items, pot energy, dualize, and so on.

Check Collect seeds and plant them in the flowerbed

In Sheria's house garden, Travel 56 "Sophie's Seed Gathering" occurs. Depending on the number of seeds planted in the flowerbed, rewards include Sophie's titles like "Mother of Flowers" and acquiring "Magic Carta No.24", and the sale of "Melon" at Rant's tool shop. Refer to the table below and page 407 for details when collecting seeds.

At this point, the obtainable seeds are two types: "Night Lily Seed" and "Rapeseed (Nanohana) Seed".

Shiro

Type of species	Location	Reference
Night Lily Seed	Baronia	P210
Rapeseed (Nanohana) Seed	Grellside	P232
Amaryllis Seed	Orreille	P253
Gerbera seeds	Sable Isoleru	P256
Rasanble seeds	Yuriberute	P262
Jinchenghua seeds	Guanji Island	P271
Nifelm seeds	Beranikku	P277
Bloody Rose seeds	Zavēto	P281
Mamushisou seeds	Village of Anmaruchia	P285
Namonaki Hana Seeds	Telos Asty	P308
Nekomatsu Shigura Seeds	Nekonin Village	P453

No.064 Richard's Assault

While conversing with Hubert in the study, a message arrives from a Stratam military officer informing them of Windol army's invasion. Upon leaving the lord's mansion, Asbel, Sophie, and Hubert will face Richard, so refer to the guide for the lower boss and adjust Asbel's and Sophie's equipment as well as their artes and skill settings accordingly.

In the battle with Richard, who has been possessed by madness, Sophie regains the me

BOSS Richard

In this fight, arts/techniques that can解除 (remove) the Violent Star Barrier Richard summons are essential. If it's Asbel, build attacks around "Thunder Slash Strike" and "Shock 'Imperial Tremor'"; if it's Sophie, use "Astral Belt"; if it's Hubert, center attacks on "Scarlet". If you have gems with the Killer trait, equip them on Asbel or Sophie. During battle, do not forcefully interrupt enemy spellcasting—evade with Steps instead—and when an Eles Break occurs, move out of the effect area to reduce damage from the enemy's秘奥義 (ultimate secret art).

Richard's attacks are mainly thrusts, so they can be easily evaded with

Boss Data

Richard (A) P507

No.283 Lv 32 HP 24800

Species Human Medium

Chapter 18

"Like We Used To"

Asbel repelled Richard, who had attacked Lant, together with Hubert and Sophie, who had regained her memories. They somehow escaped the crisis, but now a summons from Strata's homeland arrives for Hubert.

Rant's Backhill DUNGEON MAP P218

No.065 Take Sophie to the Flower Field

(Event Data)

- C080 "See, there are lots of things, right?" P218
  Trigger condition: Approach a save point
- C081 "I Have No Power to Protect Rant" P218
  Trigger condition: After going to the flower field, approach a save point

After defeating Richard, the scene shifts to the border area to scout the Fendel army. Afterwards, take Sophie to the flower field on the hill behind Rant to obtain Sophie's title "The Girl of That Day."

Asbel, who resolves to protect Sophie and Rant, is promised cooperation by Malik and Pascal.

Rant TOWN MAP P215

No.066 Receive the Letter Addressed to the President

(Event Data)

- T03 "Worries for Mother" P216
  Trigger condition: Examine the ☆ mark in front of Kelly's room

After returning to Rant and hearing Sheria's story, head next to the lord's manor. Then Asbel will go to Strata this time to have the president rescind Hubert's dismissal. Once the above events are completed, you will obtain the "Letter Addressed to the President" and Asbel's title "Devoted Brother".

When you arrive at the lord's manor on the second floor watch "Ra ve" (Travel?) After watching "Ru: Worries for Mother," head to the study.

No.067 Sheria Is Kidnapped

(Event Data)

- C082 "I Want to Be of Help" P215
  Trigger condition: Stand on the bridge

When you tell your companions in the square about visiting Strata, it becomes clear that Raymon imprisoned Sheria after eavesdropping on classified information. After obtaining the "Kurosophy Pressed Flower" at the west exit, head to the West Rant Road to rescue Sh

Raymond takes Sheri a hostage and tries to seize the letter, but fails.

West Rant Road FIELD MAP P248

No.068 Rescue Sheria

(Event Data)

- C083 "A Precious Name" P248
  Trigger condition: Approach the save point on the Rant side
- C084 "Very Much!" P248
  Trigger condition: After rescuing Sheria, approach the save point near the cabin
- T15 "Nameless Letter" P218
  Trigger condition: Examine the ☆ mark in front of the Oath Tree on the back hill

When you defeat the monsters in front of the hut by the roadside, Cheria joins the party. At this time Cheria receives the title "Unchanging Childhood Friend" and Pascal receives the title "Youthful Girl." After this, watch Chat 084 "Tottemo ne!" and then return to Rant.

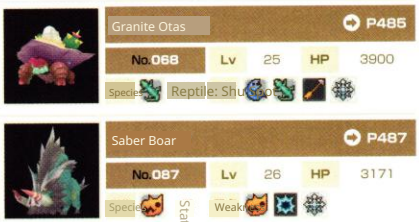
She manages to untie the rope on her own and escape from the hut, but Cheria b

BOSS Granitetus ×2, Sable Boar ×2

The battle that occurs during Cheria's rescue includes Asbel, Sophie, Malik, and Pascal. Among these four, Malik and Pascal specialize in long-range attacks. To let these two make full use of their abilities, first control Asbel to break through the center of the enemy formation and draw their attention. Then use wide-area B Arts such as drawn-sword attacks, "Seikōshin" (Shock Emperor Tremor), and "Saihyoujin" (Icebreaking Blade) to stop enemy movements, while surrounding the enemies with Malik, Pascal, and Sophie.

Malik should use "Cool Threat" and Pascal should use "Ice Mist White Blade" to strike the enemy's weak points.

▼ Boss Data



Rant — TOWN — MAP P215

No.069 Receive a Charm from Hubert

(Event Data)

C085 "Undying Memory" P216

Trigger condition: Approach the save point inside the lord's manor

When they go to the lord's residence parlor, they find Raymond lying down after failing to seize a letter and attempting to take his own life. Raymond is moved by Shelia, who lets go of his confinement and willingly treats him. After these exchanges are finished and once you obtain the "amulet" from Hubert, proceed to sail to Strata from the western port of Rant as originally planned.

At the save point Chat 085 "Erased" "Unfading Memory" It will occur, so let's watch and see.

West Rant Port — TOWN — MAP P249

No.070 Travel to Strata

(Event Data)

C086 "Greeting the Parents?" P248

Trigger condition: Approach the save point near the hut on West Rant Road

C087 "The Woman Stays Silent...!" P249

Trigger condition: Approach the save point at the West Rant harbor

Boats to Strata depart from the West Rant harbor. Enter the West Rant harbor after seeing Chat 086 "Greeting the Parents?" near the hut on West Rant Road, and take the ship to Strata. However, once you cross over to Strata you will not be able to return to Rant for a while. Before that, stop by the back hill of Rant to complete the "Nameless Letter" request and earn SP. That will give you a slight advantage in fights in Strata.

Shelia believes that the feelings for her younger brother will surely reach

By the time the party reaches Strata, Richard is plotting to absorb the

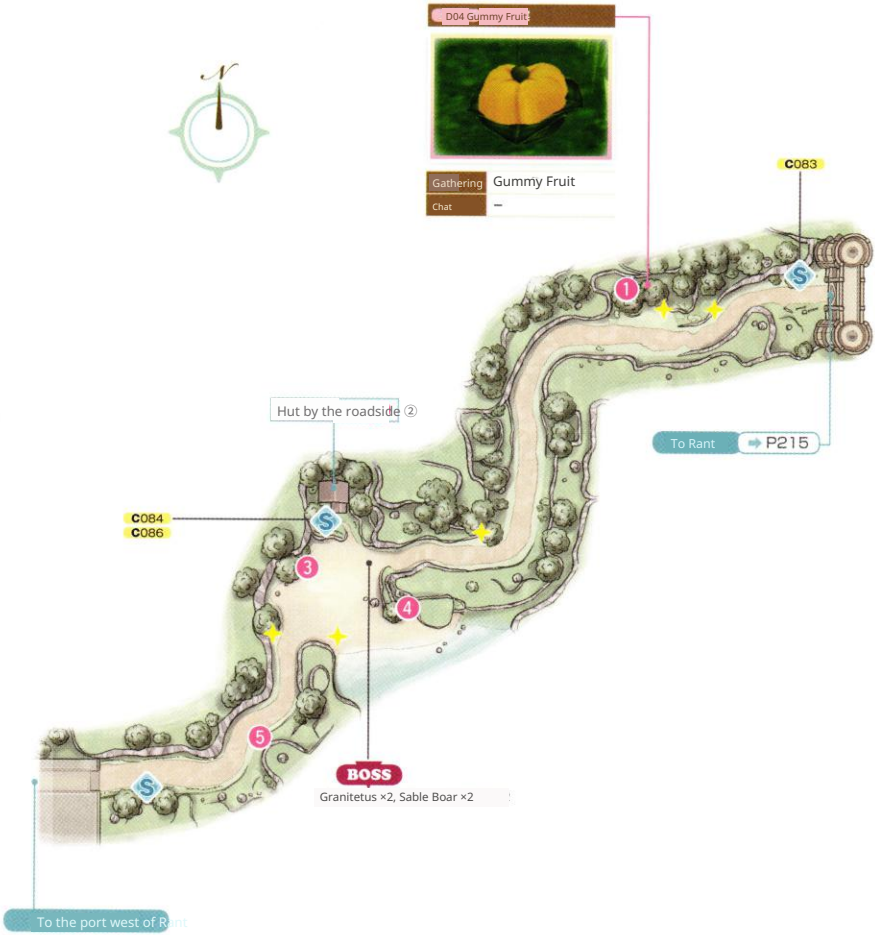
Check! Additional items in the Kamenin Shop

After advancing the story this far, the Kamenin shop will start selling "Peach Gummy," "Liqueur Bottle," and "Dark Bottle." Prepare for the tough enemies appearing in Strata by purchasing at least several "Peach Gummy" and "Liqueur Bottle. " Note that the "Dark Bottle," which causes enemies to respawn, is not directly useful in combat, so there is no need to rush to buy it.

"Peach Gummy" is a bit pricey, but if you keep it on hand, it will come in handy in an emergency.

Map Data

Map West Rant Road



▼ Acquired Items

Scales	Investigate Treasure Chest
② Rice ×3	Investigate Treasure Chest
Peach Gummy ×2	Investigate Treasure Chest
1600 Gald	Investigate Treasure Chest
Seashell	Investigate Treasure Chest

※ From No. 068 onward

▼ Items obtained from the light plant

1–128 Gald
Apple
Gummy Fruit
Feather
Rusty Nail
Magic Karuta No. 03
Trash
Sage

▼ Skill Data

Natur	Types
sharp	Attack
rough	Defense
smooth	Mind
old-fashioned	Breath
–	Revenge

▼ Enemy Data

Razor Bee No.298 Insect
Drop: Needles
Drop: Gummy Fruit (12%)
Apple (24%)

Bee No.178 Insect
Poison Needle (24%)
—
Rapture —

Bear Leader No.225 獣
Drop: Ordinary Bone (24%)
Drop: Fur (12%)
Beef (24%)

Nail Spider No.157 Insect
Chipped Claw (24%)
Poison Needle (12%)
—

Stag Beetle No.104 Insect
Gummi Fruit (24%)
Drop: Chipped Claw (12%)
Apple (24%)

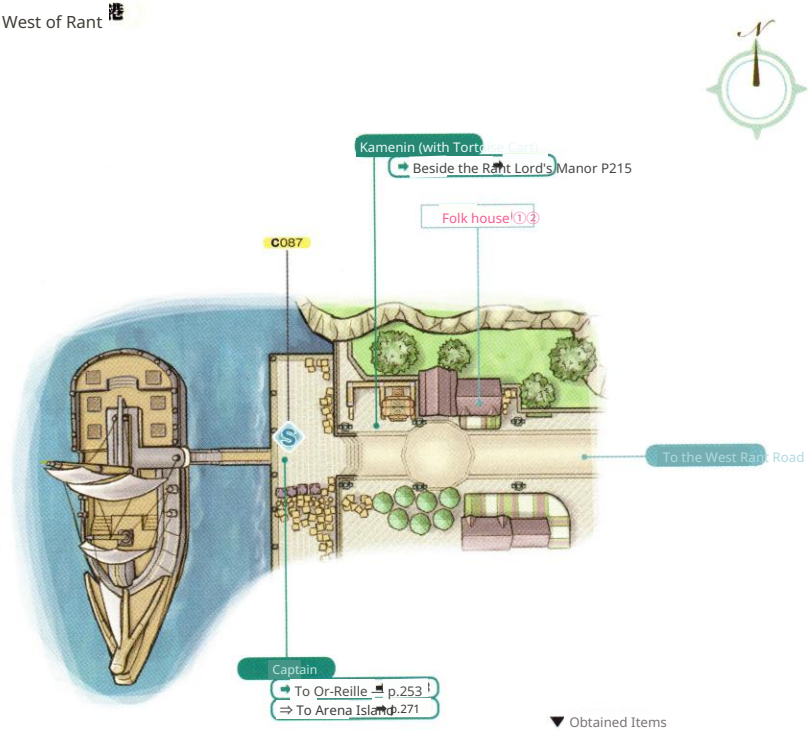
Bear No.220 獣
Office (24%)
Salmon (12%)
Salmon (12%)

???(B) No.305 Fiend
Gummi Fruit (24%)
Fallen Red Wine (12%)
Beef (6%)

???(C) No.306 Fiend
Drop: Decayed Sword (24%)
Drop: Dangerous Liquid (12%)
Steal: Mince (6%)

❄ ???(B) and ??? (C) appear from No.121 onward

Map: West of Rant



▼ Obtained Items

Rice ×2	Search: Front Cupboard
Egg ×2	Search: Back Cupboard

Chapter 19

"Rockgagan and the Amulet"

Asbel and the others, having rescued Cheria, travel to Strata to directly petition the President to withdraw Hubert's summons. However, the road leading to Strata's capital is blocked by a giant beast called Rockgagan.

Or-Reilleu TOWN MAP P253

No.071 Head toward the Strata Rocky Desert

(Event Data)

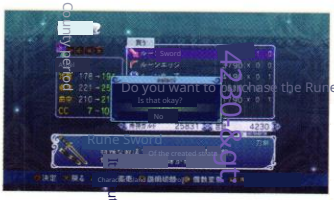
C088 "Cheria Who Doesn't Give Up" P253

Trigger condition: Approach the inn's save point

☐ C089 "The Courage to Speak" P253

Trigger condition: Discover the Rock of Truth

After finishing their sea voyage, the party arrives at Ol-Reiyu, Strata's gateway. At this time Malik gains the title "Well-Informed". The capital Yu Liberté, where the Presidential Office is located, lies far to the west from here. First, cross the Strata Rocky Desert and aim for the town Sable Isolé, which lies midway to Yu Liberté.



The armory stocks powerful equipment. At minimum, be sure to buy the "Rune Sword".

Strata Rocky Desert FIELD MAP P254

No.072 To the Sable Isolate located west

(Event Data)

☐ C090 "What's a Rock Gagan?" P254

Trigger condition: Approach the save point on the Orreille side

☐ C091 "Knowledge for Survival" P254

Trigger condition: Discover a strata cactus

☐ T25 "Rare Creature Illustrated Guide" P254

Trigger condition: Talk to a scholar with a face icon

■ C092 "Some Kind of Ruins" P255

Trigger condition: Approach the ruins deep in the Untrodden Desert

Strata Rocky Desert is the field that connects Ol-Reiyu and Sable Izole. Move west without missing the chat on travel or save points, and head toward Sable Izole. As for treasure chests, if you proceed along the southern wall you won't miss any.

Check Take a detour into the uncharted desert

The uncharted desert to the east of the Strata Rocky Desert is currently roamed by enemies too powerful to handle. However, Deep inside it the chat 092 "Some Kind of Ruins" will occur, so you should take a look while you can.

If you go into the depths of the uncharted desert, use a "Holy Bo

If you use a nearby turtle cart, you can safely return to Or-Reuil on the w

Sable Isoleru TOWN MAP P256

No.073 Witness a disturbance in front of the laboratory

(Event Data)

☐ C094 "All right... I love you so much" P256

Trigger condition: Approach a save point

C093 "Handle with care" P256

Trigger condition: Discover a hard (stiff) book

C095 "And Then There Were None..." P256

Trigger condition: Discover a Somnolence Orb inside the laboratory

T58 "Magic Karuta" P256

Trigger condition: Play the Magic Karuta card game

☐ T29 "The Secrets of the Magical Research City" P256

Trigger condition: Examine the ☆ mark inside the research facility

Upon arriving at Sable Izole, first go in front of the laboratory and witness a scene where residents and officials argue on the road over how to deal with the giant beast Rockgagan that has appeared. Then a dignified man appears and informs you that public opinion in Strata

After this event ends, take care of item collection and equipment upgrades, complete requests, feed the cat, and discover items such as the Discovery "Stiff Book" and "Sleep Ball", then depart for the eastern Strata Great Desert.

If you have 10 or more Magic Cards, you can also play with Magic Cards.

Check Farming Gald with Heavenly Garb

The "Torn Page" that can be obtained from the Discovery "Hard Book" in Seible/Isole is one of the materials for the high-priced sellable armor "Heavenly Garb." By switching maps to obtain "Torn Page" repeatedly and performing Dualize and sell cycles of "Heavenly Garb," you can efficiently increase your Gald. However, one of the materials for "Heavenly Garb," the "Rare Cloak," cannot be purchased until you collect 80 Loyal Customer Stamps in Seible/Isole. Until then, you should repeatedly Dualize and sell "Zephyros" in Seible/Isole to accumulate stamps.

▼ How to craft Heavenly Garb

Torn Pages + Clean Feather = Fluttering Crystal

Rare Cloak + Fluttering Crystal = Heavenly Garb

▼ How to Create Zephyros

Torn Page + Clean Feather = Fluttering Crystal

Rune Sword + Fluttering Crystal = Zephyros

Depending on the properties related to how it was created, it can be sold for several hundred thousand galds per unit.

One of the materials "Clean Feather" is often dropped by enemies in the Strata Great Desert — West. They often drop it.

Strata Great Desert - East FIELD MAP P257

No.074 Swallowed by Rockgagan

(Event Data)

C096 "Something That Seems Like Nothing" P257

Trigger condition: Approach the save point on the Seible/Isole side

While heading for Strata's capital Yuriberte and crossing the Strata Great Desert from east to west, you are suddenly attacked by Rockgagan and swallowed. Inside Rockgagan's body there are Kamenin, so you don't have to worry about recovery items, but weapons and armor are

Before being swallowed, renew your equipment as much as possible in Or-Reiyu or Seible/Isole.

If you go past this save point, Rock Gagan will appear and be swallowed into its

Inside Rock Gagan DUNGEON MAP P258

No.075 Obtain the Flute in the Hut

(Event Data)

C097 "Where Do All Roads Lead?" P258

Trigger Condition Approach the save point near the starting area

C098 "Don't Bully Too Much" P258

Trigger Condition Discover the Golden Smile

C099 "To the Hut" P258

Trigger condition: Approach the save point near the hut

Once you enter Rock Gagan's interior, first stand just before the floating island, press the button, and leap to the far shore. At this time, make sure to view Save Point chat 097 near the start location, titled "Where do all the roads lead?" Next, defeat the Mail Parasite and obtain the "Rock Gagan Whistle," which is lying in front of the left box inside the hut. Note that touching the purple liquid will deal damage equal to 5% of your maximum HP every certain number of steps.

Avoid and proceed as much as possible because it will receive damage.

After obtaining the "Flute" from Rockgagan, a Kamenin who also runs an inn wi

BOSS: Mail Parasite

It has plenty of long-range attacks such as spells and poisonous mists from its tail, but its melee attacks are weak. If Asbel or Sophie engage it in close combat, they can defeat it without much trouble. However, if your party is clustered facing the same direction, the back row may get caught in the attack, so try to attack from the flanks or the rear.

If it's Asbel, incorporate CC2's A-tech "Stealth Step" or "Wing Seal 'Impact'" into attacks.

▼ Boss Data

Mail Parasite P505
No.262 Lv 30 HP 11340
Race: Insect Weaknesses:

No.076 Defeat the parasite and escape from its body

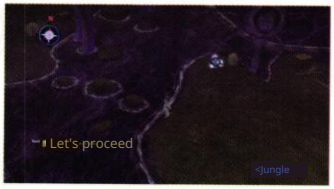
(Event Data)

□ C100 "Same Frequency" P258
Trigger Condition: Approach the northern save point

C101 "Lucky Egg" P258
Conditions for occurrence: Discover the largest and hardest single cell

There are four more Mail Parasites remaining inside Rock Gagan. If all of them are defeated, a floating island leading to the exit will rise. When you approach the exit, a Pale Parasite will appear; defeating it will cause Rock Gagan to sneeze due to the pepper that had been inside Hubert's charm, allowing it to escape to the outside.

Let's move forward so as not to miss the two discoveries and the mountain that can be climbed.



If you go further ahead the Pale Parasite will appear
So, prepare in advance it.

BOSS Pale Parasite, Parasite ×5

Pale Parasites have abilities and characteristics almost identical to Mail Parasites, so you can fight them the same way. When you defeat a Pale Parasite, it spawns five Parasites. The Parasites have lower HP, but their attack methods are equivalent to the Pale Parasite's, making them deceptively strong despite their small appearance. While Asbel uses "Ruin Thunder Kill" to deal group damage and inflict paralysis on enemies, have allies support him to reduce enemy numbers. If you haven't learned "Ruin Thunder Kill" yet, attack using A-techniques like "Stealth Step" or "Wing Seal Impact" that exploit their weaknesses.

Use Target Switching to try to trigger "Collapse Lightning Kill" in areas where

▼ Boss Data

Pale Parasite P501
No.226 Lv 30 HP 7733
Species: Insect Weaknesses:

Barasite P495
No.167 Lv 32 HP 6113
Species: Insect Weaknesses:

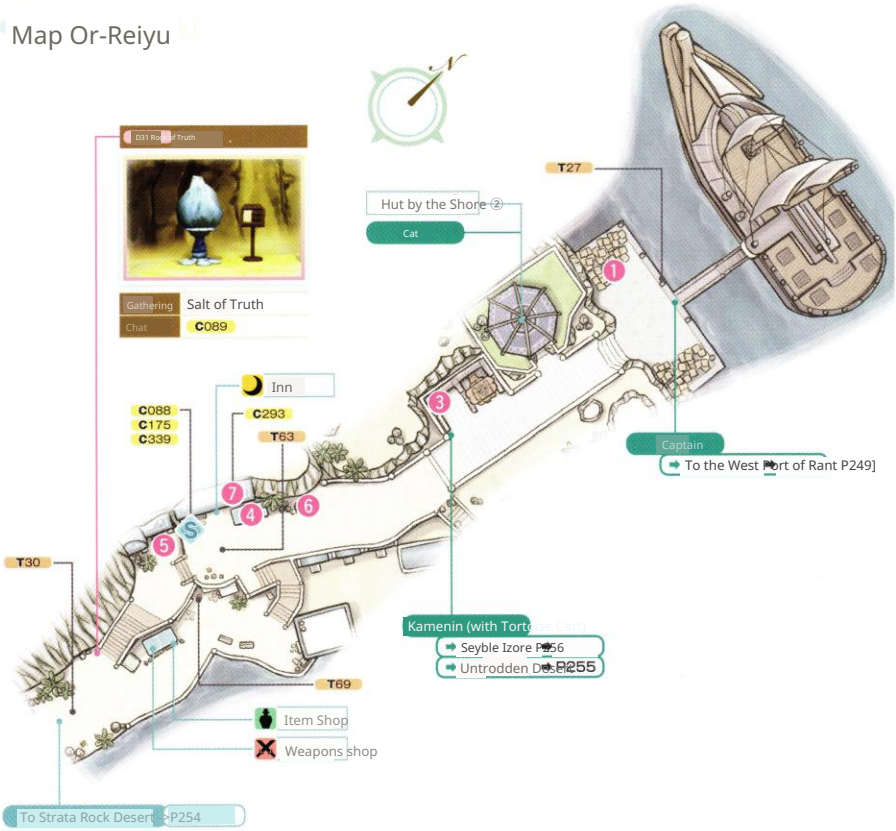
Check! Please do not fight Rock Gagan.

When they exit the body, the party is thrown out to the Beast Cape in the eastern Strata Great Desert. The destination, Yuriberte, lies to the southwest from here, but if you use the "Rock Gagan Whistle" at the tip of Beast Cape, you can summon Rock Gagan to enter the body or challenge it to battle. Reentering the body is not a problem, but it is forbidden to challenge it at the present stage. In terms of stats alone, Rock Gagan is the strongest enemy in this work, and winning at this point is nearly impossible. The party must become sufficiently powerful

Attach it and then try referring to page 403.

If you re-enter Rock Gagan's body, the exit will be the entrance .

Map Or-Reiyu



▼ Obtained Items

Kokamenin's Note	Conversation Kokamenin
Rice ×3	Investigate Treasure Chest
Magic Card No.32	Investigate: Treasure Chest
Onion ×3	Conversation: Old Man
Snack Grimoire	Investigation: Treasure Chest 1
Amaryllis Seed	Investigate: Light Spot
Magic Carta No.582	Investigation: Light Point

※1 Password "Kamenin"
※2 From No.191 onward

▼ Shop Data

Accommodation capacity	
Accommodation Fee	100
Item Shop	
Apple Gummy	100
Peach Gummy	500
Banashi Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250
Slow Check	1500
Weapons shop	
Rune Sword	4230
Rune Edge	3790
Runewear	4190
Titanium Holder	810
Marine Perfume	1790
Preferred Cust	
Glue	42
Onion	72
Pork	136
Battle Staff	6345
Tuna	750
Magic Card No.44	765
Rareware	27410
Verbena	4500
Red Verbena	9000
Ironware ※	1200

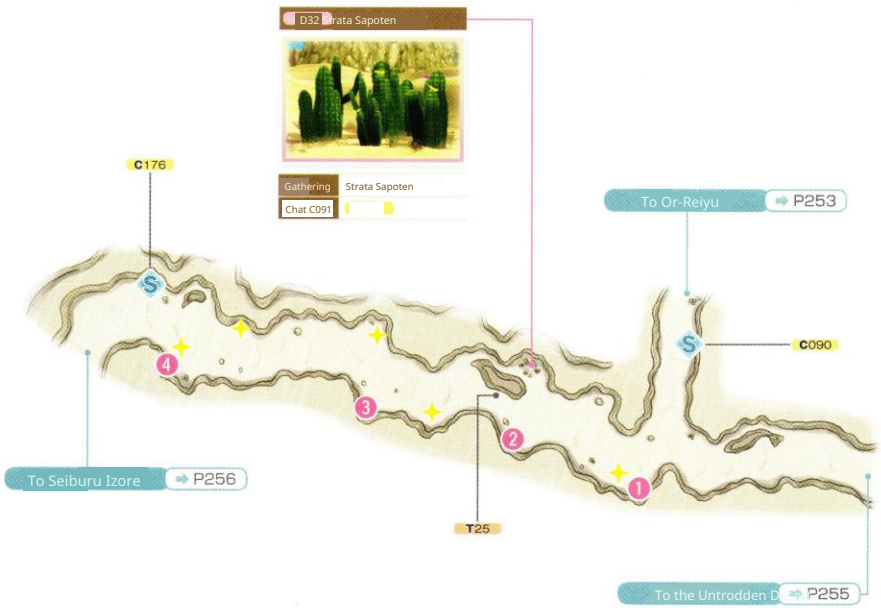
※ Nature: Luke-like

▼ Request data

Trigger Conditions	Required Items	Gain SP	Reward
–	Hamburger ×2	170	Slow Check ×1
–	Pretty Muffler ×1	350	700 Gald
–	Hard Scale ×1	560	Peach Gummy ×2
–	Ornament ×1	790	Beauty Muffler ×1
–	Energy Bottle C ×1	1050	Runeware ×1
–	Hamburger ×1	1320	Steel Fastener ×1
–	Steel Holder ×1	1620	3,240 guld
–	Broken Blade ×2	1940	3,380 gald
–	Necklace ×1	2280	Magic Karuta No. 67
–	Shark Bottle ×1	2640	5280 gald
–	Stink Sack ×1	3430	6860 gald
–	Mysterious Mirror ×1	4310	Mastery EX ×1
–	Pure Gold Glasses ×1	5280	10,560 Gald
–	Ice Coffin ×11	6,340	12,680 Gald
–	Hand of Glory ×1	7480	14,960 gald
–	Progression Chart of All Things ×1	8710	17,420 gald
From No.071 onward	Rare Beast Illustrated Book ×1	9240	Rune Edge ×1
No.084 and later	Trading Permit ×1	2640	5280 gald
No.123 and later	Sunken Cargo ×1	3430	6860 gald
No.152 onwards	Placed cargo ×1	4310	8620 Gald
Above completed	Autumn Blade Fish ×1	14520	Scholar Glasses ×1

※1 Nature: Stimulating
※2 Nature: Intimidating

Map: Strata Rock Desert



Acquired Items

1,440 Gald	Investigate Treasure Chest
Pretty Scarf	Investigate Treasure Chest
Crystal That Can Shine	Investigate Treasure Chest
Titan Anklet	Investigation Treasure Chest

Items obtained from the light Shard

1~512 Gald
Peach
Gummy Fruit
High-quality Fur
Unnamed Fruit
Magic Karuta No.08
Trash
Verbena

Shard Data

Properties	Types
Rough	Bless
Coarse	Hit
Bold	Evade
Antique style	Vital
Warm-hearted	Slow
Oppressively hot	Attack
—	Exceed

Enemy Data

Saber Boar No.087 Beast
- Fine Fur (24%)
- Pork (12%)
- Onion (18%)

Pre-Sabotage No.208 Plant
- Gummi Fruit (24%)
- —
- Unnamed Fruit (18%)

Thief No.093 Human
- Fall Beef (24%)
- Red wine (12%)
- —

Wizard No.019 Human
- Fa Tomato (24%)
- White wine (12%)
- Bahashi bottle (18%)

Wyvern No.303 Dragonkin
- Hard Scale (24%)
- Dro —
- Pork (18%)

???(B) No.305 Fiend
- Gummi Fruit (24%)
- Fallen red wine (12%)
- Beef (6%)

???(C) No.306 Fiend
- Decayed Sword (24%)
- Dangerous liquid (12%)
- Minced Meat (6%)

※ ??? (B), ??? (C) will Appear from No.121 onward

Sales of faces PERFECT GUIDE Rock Gaggan and Amulet

Map: Untrodden Desert

▼ Obtained Items

Mastery C	Investigate Treasure Chest
5100 gald	Investigate Treasure Chest
Arcana Bottle	Investigate Treasure Chest

▼ Items obtained from the light point

1~2048 gald
Momo
Gummy Fruit
Highest-grade Fur
Dragon Scale
Magic Carta No.20
Trash
Verbena

▼ Enemy Data

Martobeak
No.246 Bird
Beautiful Feather (24%)
—
—

Alduina
No.010 Insect
Emperor's Claw (24%)
—
Instant Death Needle (18%)

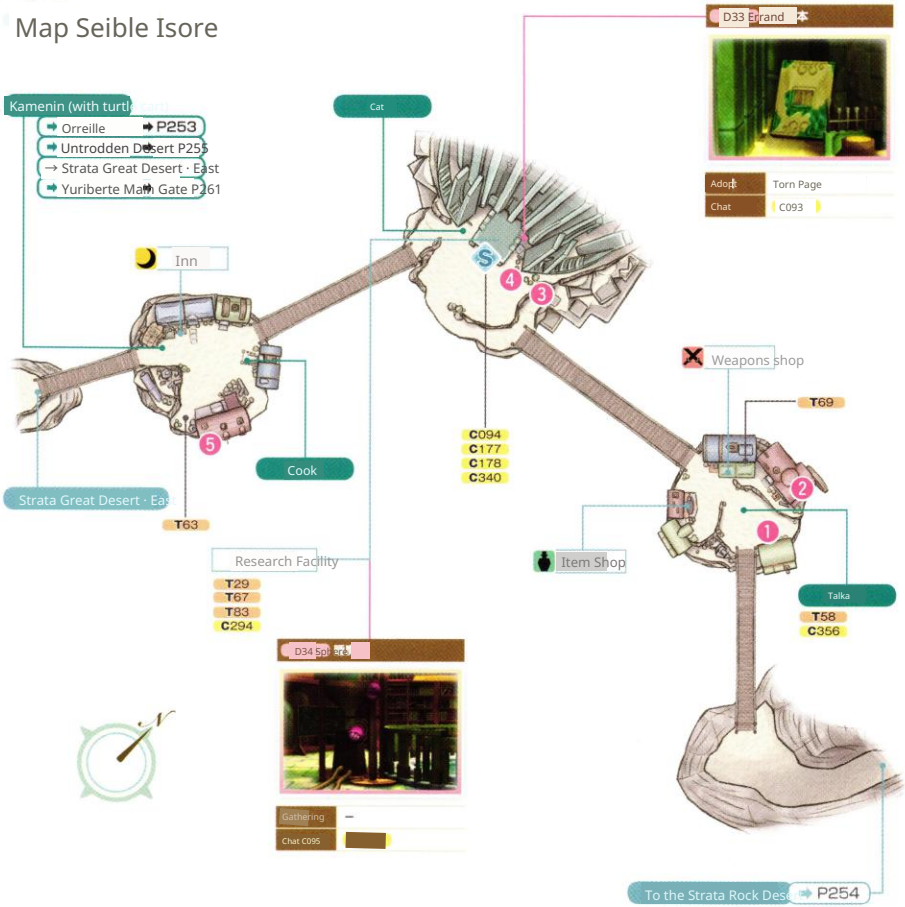
Flam Beetle
No.205 Insect
Sharp Teeth (24%)
Drop: Chicken (12%)
—

▼ Shard Data

Properties	Types
Bold	Defense
archaic	Vital
prickly	Breath
ominous	Holy
weighty	Poison
feral	Stone
intimidating	Slow
dangerous	Revamp

Ring

Map Seible Isore



▼ Request data

Trigger Condition	Dependent Item(s)	SP Gained	
–	Flower Anklet x1	170	Stone Check ×1
–	3× Nameless Fruit	350	Blood-stained Ribbon ×1
–	Curry ×1	560 1120 Gald	
–	Oil File ×1	790	Rune List ×1
–	Whirlpool Shell ×1	1050	2100 gald
–	Pork curry ×1	1320	Petal anklet ×1
–	Red ribbon ×1	1620	3,240 guld
–	Spirit mask ×1	1940 3880 gald	
–	Chicken curry ×1	2280 4560 gald	
–	Fruit knife ×11	2640 5280 gald	
–	Frying pan ×1	3430	Magic Carta No.68
–	Suspicious powder ×1	4310	8620 gald
–	Strange gear ×2	5280 10560 gald	
–	Soft stone ×1	6340 12680 gald	
–	Illusioner ×1※2	7,480 14,960 gald	
–	Apron Dress ×1 ※3	8710	Hourglass ×1
No.073 and later	Blue Radiant Stone ×1	1940	Runic Cloak ×1
After T30 occurrence	Investigation Report ×1	2640 Omelette Rice ×1	
No.123 and later	Photograph of Memories	[illegible]	
No.152 and later	Evidence of Another World ×1	[illegible]	
The above completed	[illegible] ×1※4	14520	29,040 Gald

※1 Trait: Ominous ※2 Traits: Wonderful ※3 Nature: Heartful ※4 Traits: Dandy

▼ Obtained items

Spice Set ×3	Conversation Researcher
Gerbera Seeds	Investigate Light Spot
Book of Small Appliances	Investigate Treasure Chest
Magic Card No.16 / Magic Card No.19	Conversation Researcher
Magic Karuta No.33	Investigation Treasure Chest

※ Password "Rock Gagan"

▼ Shop Data

Night Wind	
Accommodation Fee	100
Item Shop	
Apple Gummy	100
Peach Gummy	500
Panacea Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250
Armament Arashi	
Rune List	3550
Rune Staff	4470
Rune Cloak	3220
Titanium anklet	1630
Pretty muffler	860
Preferred custo	*
Cheese	216
Egg	34
Chicken	108
Battle Edge	5380
Battleware	6015
Verbena	4500
Rare Cloak	21060
Red Verbena	9000
Magic Carta No.45	765
Cloak ※	490

※ Trait: Natalia-like

Map Strata Great Desert - East

▼ Obtained Items

Cheese ×3	Investigate Treasure Chest
Spice Set ×2	Investigate: Treasure Chest
Energy Bottle C	Investigate Treasure Chest
Vegetable Set ×2	Investigation Treasure Chest※
Liqueur Bottle ×2	Investigation Treasure Chest※
1,080 Gald	Investigation Treasure Chest※
Blazing Crystal	Investigation Treasure Chest※

※ From No.077 onwards

▼ Items obtained from the light point

1–512 Gald	
Momo	
Gummy Fruit	
White a bone	※
Uzushio Shell	
Magic Carta No.09	※
Fresh	
Verbena	

▼ Shop Data

Nat	Types
Hard	Tension
Refreshing	Evasion
Bold	Vital
Elegant	Attack
Stubborn	Stone
Prickly	Defense
—	Reinforce

▼ Enemy Data

Granite Otas — No.068 — Reptile
- Hard Scale (24%)
- Whirlpool Shell (12%)
- Shrimp (18%)

Thief — No.093 Human
- Beef (24%)
- Drop Red Wine (12%)
- Essence

Fake Bust Stake — No.192 — Plan
- Fine Fur (24%)
- —
- Spice Set (18%)

Brisabote — No.208 — Plant
- Gummi Fruit (24%)
- —
- Unnamed Fruit (18%)

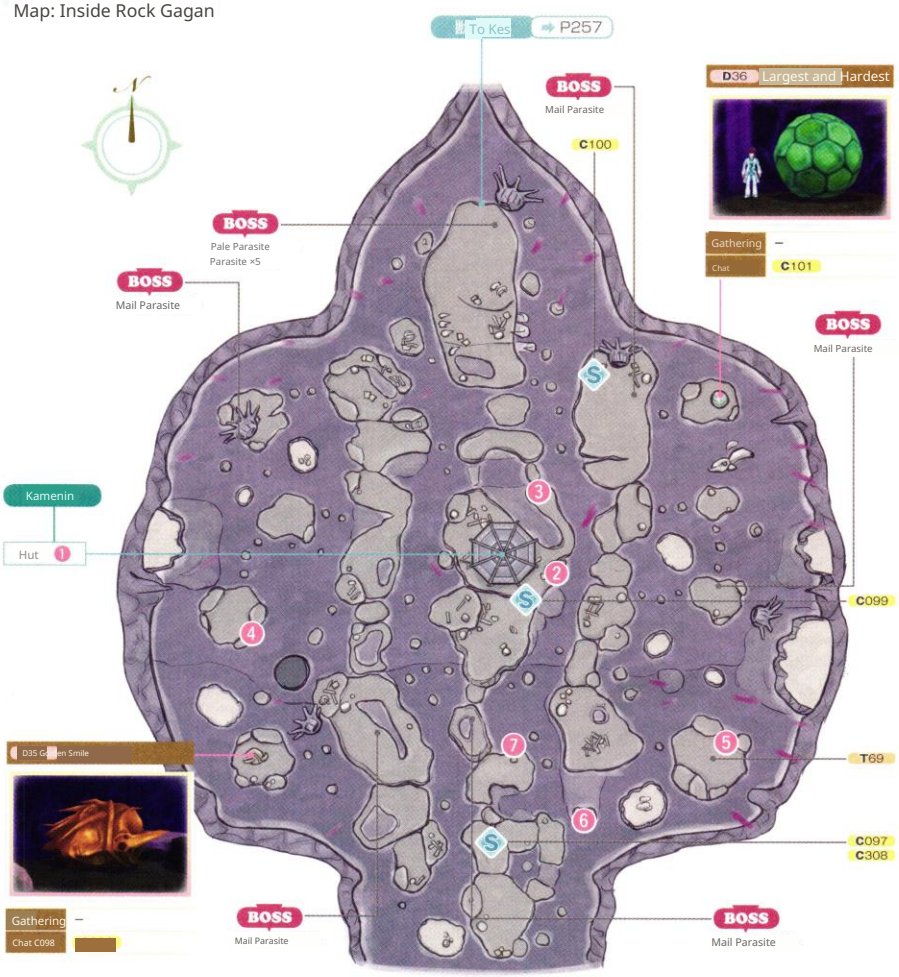
Mandratan — No.250 — Plant
- Nameless Fruit (24%)
- Drop Banana (
- Gummy Fruit (18%)

???(B) — No.305 — Fiend
- Falling gummy fruit (24%)
- Falling red wine (12%)
- Beef (6%)

???(C) — No.306 — Fiend
- Decayed Sword (24%)
- Drop Dangerous Liquid (12%)
- Minced Meat (6%)

※ ???(B) and ???(C) appear from No. 121 onward.

Map: Inside Rock Gagan



▼ Enemy Data

Granite Otas — No. 068 Reptile
Fa Hard Scale (24%)
Whirlpool Shell (12%)
Shrimp (18%)

Fake Bust Stake — No. 192 Mo
Fine Fur (24%)
—
Spice Set (18%)

Saber Boar — No. 087 Plan
Fine Fur (24%)
Fall Pork (12%)
Onion (18%)

Pre-Sabotage — No. 208 Plant
Drop: Gumi Fruit (24%)
Drop —
Unnamed Fruit (18%)

Rouge Slime — No. 298 Amorphous
Dangerous Liquid (24%)
Drop —
—

Mond Star — No. 269 Hydro Machine
Dangerous Liquid (24%)
Drop —
—

▼ Obtained Items

Rock Gagan's Flute	Investigation Floor
② Life Bottle ×2	Investigate Treasure Chest
Fanged Crystal	Investigate Treasure Chest
Preemptive Grimoire	Investigate Treasure Chest
Peach Gummy ×3	Investigate Treasure Chest
Blue Ribbon	Investigate Treasure Chest
405 Energy	Investigate Treasure Chest

▼ Shard Data

Properties	Type
Sharp	Vital
Smooth	Attack
Gracious	Defense
Old-fashioned	Slow
Stubborn	Tension
Ominous	Mind
—	Revenge

Chapter 20

"Each One's Intentions"

On their way to Strata's capital, they are swallowed by the gigantic beast Rock Gagan, but Asbel and the others somehow manage to escape from its body. Upon arriving at Strata's capital, Yuriberte, they finally come to meet the president.

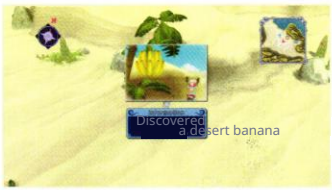
Strata Great Desert - East　FIELD　MAP P257

No.077 To the Capital Yuriberte

(Event Data)

- C102 "An Uncommon Presence" P257
  Trigger condition: Approach Kamenin
- C103 "I Studied Hard" P257
  Occurrence condition: Discover a desert banana

After exterminating the parasite, Rokugagan became docile, and thanks to the pepper that was inside the charm, the party succeeded in escaping from the body and was automatically transported to the Strata Great Desert — East Beast Cape. Next, let's set our sights on the capital, Yuriberte, again.



If you find a "desert banana," Yuriberte—the destination—is right within sight.

Yuriberute　TOWN　MAP P261

No.078 Deliver a letter to the president

(Event Data)

- C106 "Cooling Device" P261
  Occurrence condition: Discover a Snowman at the inn while comfortable
- C105 "Protector of Everyone" P262
  Occurrence condition: Go to the front of the Strata Presidential Palace
- C104 "Strolling the World's Fountains" P262
  Occurrence condition: Discover the Great Fountain
- C107 "Let's Gather Information" P262
  Trigger condition: Meet the President
- 0 C T04 "Oswell's Action 1" P262
  Trigger condition: Enter Oswell's mansion after meeting the President.

When you arrive at Yuriberte, follow the letter to head to the Strata Presidential Palace. After meeting President David Paladi, you learn that Seibel Izole and the imposing man you met in the desert are in fact the President himself. Immediately, Asbel...

They plead for reconsideration of Hubert's dismissal, but learn that at the current rate they will not obtain a sufficient amount of shining stones and that dismissal is inevitable. To prevent Hubert's removal, Asbel offers to resolve the shortage of shining stones.

Once the meeting with the president is over, check Travel 04 "Ozueru's Action 1."

No.079 Gather information in town

After the meeting, the next step is to gather information in town and determine why there is a shortage of Kaishi despite the presence of Daikiseki. Talk to residents in the residential, commercial, and government districts; if you help a young man being harassed by ruffians at the west gate, you will discover that the shortage of Kaishi is due to the Daikiseki being out of order.

Residents who can provide information have a mark like this above their

No.080 Get an identification card issued

(Event Data)

- C108 "A Man's True Feelings" P261
  Trigger condition: After obtaining Pascal's schematic diagram, approach the save

Pascal decides to solve the jewel shortage by repairing the Great Radiant Stone and entrusts Asbel with "Pascal's schematic diagram." At this time, Pascal obtains the title "Painter Girl." If you bring this to the President, he promises to withdraw the dismissal in exchange for repairing the Great Radiant Stone and will issue an "identification" to enter the western ruins where the Great Radiant Stone is located.

Strata Great Desert - West FIELD MAP P263

No.081 He[illegible] to the desert ruins located to the sou

(Event Data)

C109 "Aadaru" P263

Trigger condition: Approach the save point on the Yuriberte side

C110 "It's hot~" P263

Trigger condition: Discover sand

From Yuriberute's west gate, head west out of the Strata Great Desert, then proceed southwest toward the Strata Desert Ruins. Just before the ruins, pillars will rise up and block your path when you get close, but you can pass through without issue if you avoid them. By the way, the enemies along the way are birds and weak to ice attribute, so if you equip Asbel with "Zephyros" and repeatedly use "Icebreaker Blade," you can defeat them easily.

Strata Desert Ruins DUNGEON MAP P264

No.082 Ov[illegible]come the Three-Colored Fl

(Event Data)

C111 "Let's go enthusiastically!" P264

Trigger condition: Enter the Strata Desert Ruins

C374 "Create footholds" P264

Trigger condition: Step on the three-colored floor

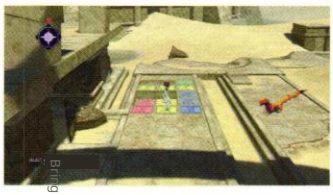
0 C112 "I'm worried" P265

Trigger condition: Discover the embers of the ancients

C113 "Because We're Friends" P264

Trigger condition: Approach a save point

Here, there are four places where you cannot pass unless you step on the colored tiles in the correct order. Since there are only three tile colors—red, yellow, and blue—you can get through by stepping randomly, but as a precaution the following is an example of a method to clear them.



Platform 1 Solution

For the first tiles, you can clear them by stepping in the order blue → yellow or yellow → blue.

Platform 2 Solution

On the second floor, step on the yellow tile first. After that, either red → blue order or blue → red order is fine.

Solution for Platform 3

If you step on red first, then blue→yellow or yellow→blue in that order, you

Platform 4 Solution

On the final floor, the shortest way to clear it is to step on the tiles in the order re

No.083 Th[illegible] power of the Great Sea Stone is stolen

(Event Data)

C115 "I am..." P264

Trigger condition: Discover the Great Ocean Stone

When you go to the Great Azure Sea Stone, Pascal's repairs restore the Great Azure Sea Stone, but Richard attacks there, leading to a battle with two Dis Patels. When you defeat the Dis Patels, Sophie earns the title "The Changing Girl." Then Richard steals away the power of the Great Azure Sea Stone.

BOSS: Two Dis Patels

In the battle, techniques and artes that can remove the enemy's Astral Barrier, such as Asbel's "Thunder Slash Shock," Sophie's "Astral Belt," and Cheria's "Flash Tear," are essential. In addition, prepare Malik to use only artes like "Photon Blaze" and "Air Pressure" and Pascal to use artes like "Heat Red" and "Lean Force" that exploit the enemies' weak elemental attributes. Also set the tactics for non-player characters to "Follow the Leader," and try to attack from the sides or the rear so as not to take the enemies' lasers or breath attacks.

Their HP has decreased, and they have started using all-around attacks. When that happens, mix in defense and backsteps to fend off the enemy's attacks while fighting. If you can defeat even one of the two Dis Patel, it's as good as a victory.

▼ Post Data

Dis Patel P491

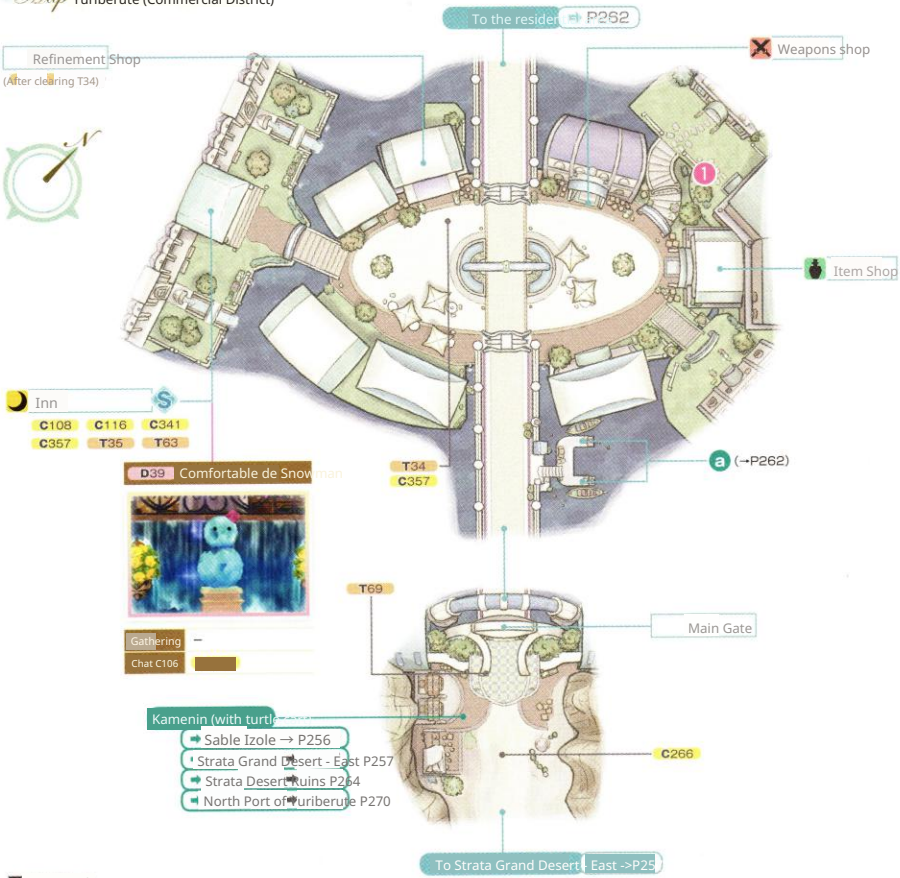
No.130 Lv 40 HP 22345

Race: Zhou Electri[illegible]

Bring forth the boundary

Map Data

Map Yuriberute (Commercial District)



▼ Request data

Trigger Conditions	Related Items	SP Gained	Reward
–	Titan Holder ×1	170	Ice Candy ×5
–	White Wine ×2	350	Whisper of the Red Rose ×1
–	Wingable Crystal ×1	560	1,120 gald
–	Cheese ×3	Verbena ×1	
–	Ein Boomerang ×1※1	1050	Rune Plate ×1
–	Venomous Needle ×1	1320	2,640 gald
–	Corrosion Potion ×1	1620	Magic Card No.83
–	Clean Feather ×1	1940	3,880 gald
–	Mastery C ×1	2280	Grape Gummies ×3
–	Red Perfume ×1	2640	Titanium Holder ×1
–	Imperial Egg ×1	3430	6860 gald
–	Highest-grade Fur ×2	4310	8620 gald
–	Imperial Family Crest ×1	5280 10560 gald	
–	Miso Oden ×1	6340 Naginata Flintlock Sword ×1	
–	Estelle Plush Toy ×1	7480 Red Verbena ×1	
–	Box of Ordinances ×1	8710 17420 gald	
After T34 occurrence	Polishing Tool ×1	1940 Rune Knife ×1	
After T33 occurrence	Keepsake Locket ×1	2640	5280 gald
No. 125 and after	Hand-drawn map ×1	3430 6860 Gald	
No.152 and later	Statue of the Azure Sea ×1	4310	8620 Gald
As Above Completed	Knitter ×1※2 14520		29,040 Gald

※1 Quality: Superior ※2 Quality: Gorgeous

▼ Obtained Items

●Magic Card No.34 Investigation Treasure Chest※

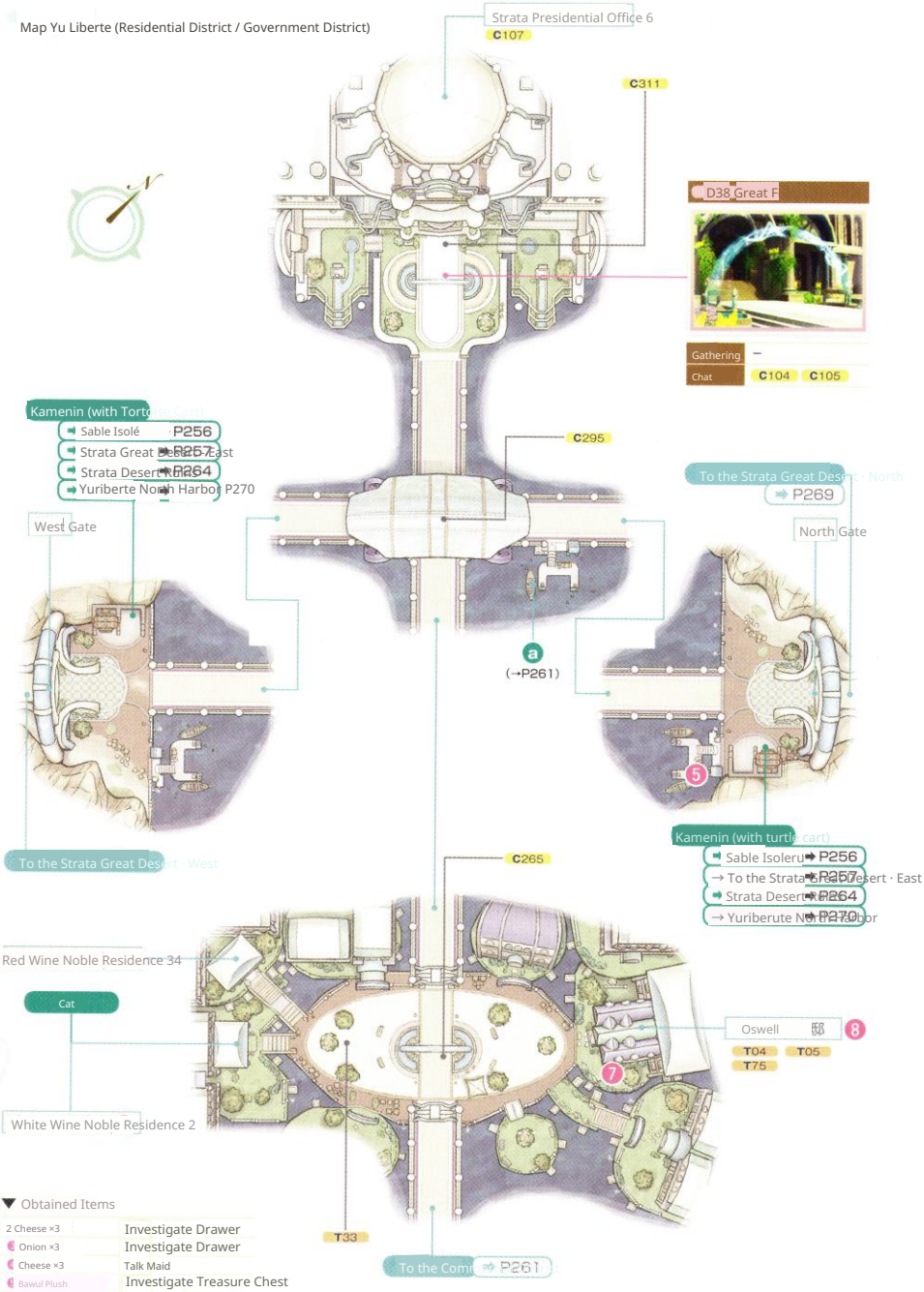
※Can be obtained by entering the hidden passage to the left of the stairs

▼ Shop Data

Inn	
Accommodation Fee	200
Item Shop	
Apple Gummy	100
Peach Gummy	500
Banashi Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250
Stone Check	1500
Equipment Condition	
Rune Blade	3990
Rune Knife	3310
Rune Plate	3670
Simple Frame	1720
Blue Ribbon	1350
Preferred Customer Item	
Verbena	4500
Pie Sheet	122
Battle List	5040
Black Cloak	4620
Red Wine	1980
White Wine	2046
Rare Blade	24860
Magic Carta No.46	765
Red Verbena	9000
Rune Blade ※	3990

※Attribute: Genius

Map Yu Liberte (Residential District / Government District)

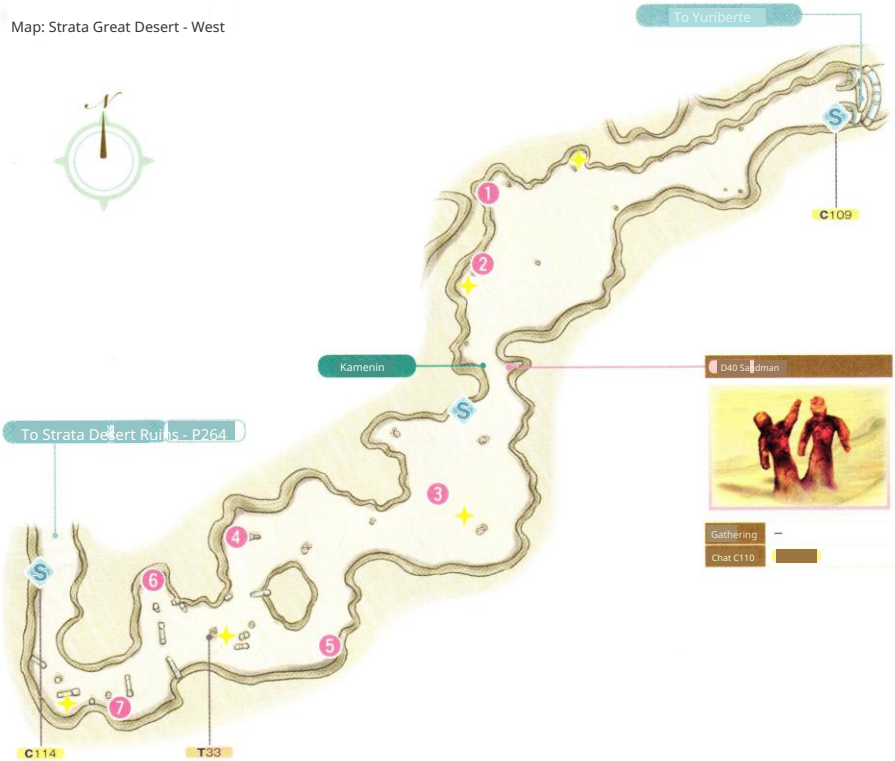


▼ Obtained Items

2 Cheese ×3	Investigate Drawer
Onion ×3	Investigate Drawer
Cheese ×3	Talk Maid
Bawul Plush	Investigate Treasure Chest
Iron Chain Grimoire	Investigation Treasure Chest※
Lasample Seeds	Investigate: Light Spot
Underwater Goggles	Investigate: Light Spot

※ Password: "Duplmaru"

Map: Strata Great Desert - West



▼ Obtained Items

1151 Gald	Investigate Treasure Chest
Silver Holder	Investigate Treasure Chest
Orange Ribbon	Investigate: Treasure Chest
Stone Check	Investigate: Treasure Chest
Raging Crystals	Investigate Treasure Chest
Upper Stone Material	Investigate Treasure Chest
Core Fragment	Investigate Treasure Chest

▼ Items obtained from light po

1–512 Gald
Momo
Gummy Fruit
Clean Feather
Pointed Tooth
Magic Carta No.10
Trash
Verbena

▼ Fragment D

Attribute	Type
Cool	Holy
Beautiful	Attack
Elegant	Defense
Refined	Mind
Gentle	Stone
Severe	Resist
—	Revamp

▼ Enemy Data

Desert Eagle No. 134 Bird
- Clean Feather (24%)
- Drop: Chicken (12%)
- Feather (18%)

Moose Scorpion No. 258 Insect
- Venomous Needle (24%)
- Needle (12%)
- Onion (18%)

Karka (Kākā) No. 049 Bird
- Clean Feather (24%)
- —
- Egg (18%)

Dunnu Goblin No. 138 Mo
- Broken Blade (24%)
- Drop Banana (12%)
- Gummy Fruit (18%)

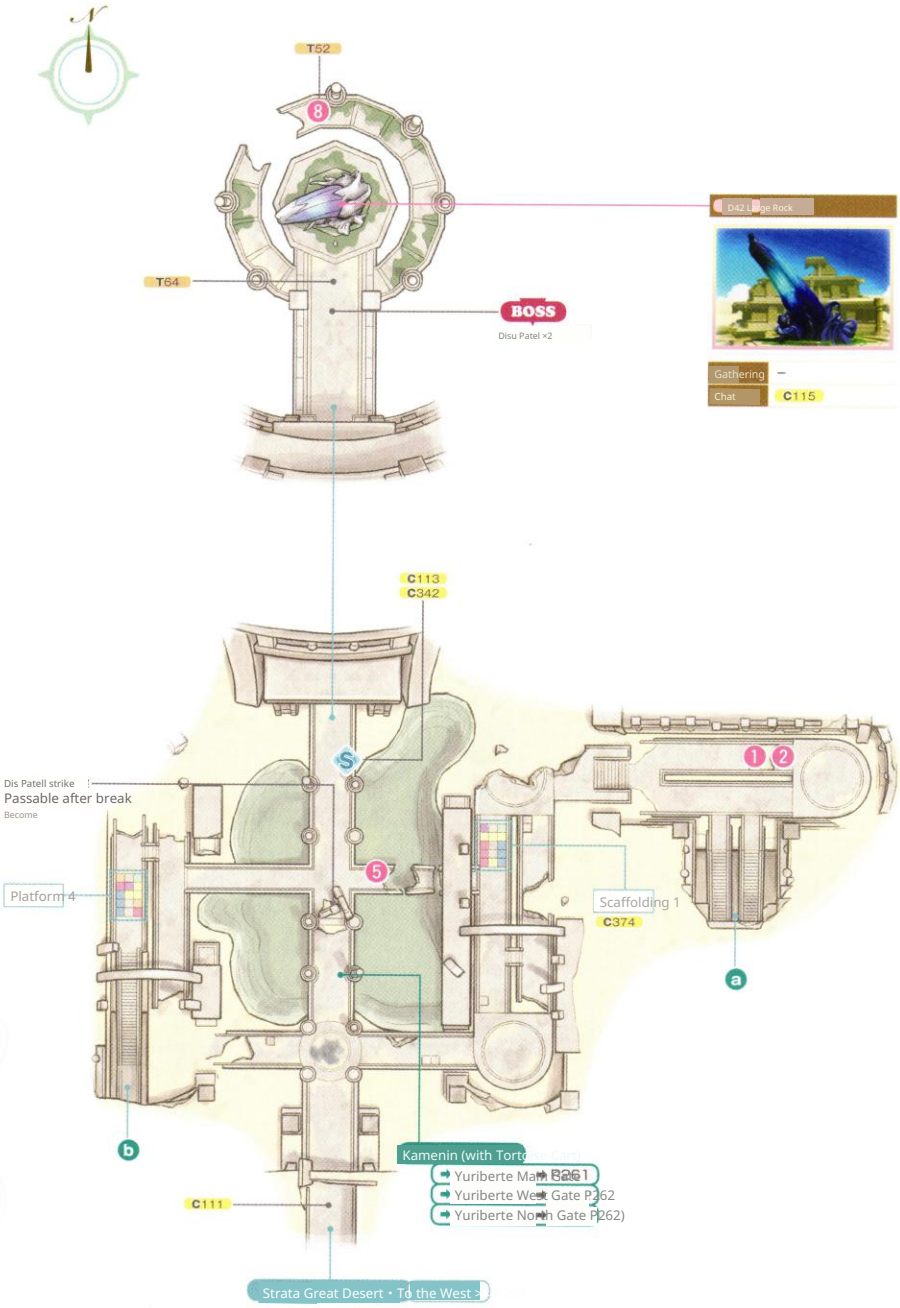
Uragan Dragon No. 028 竜族
- Hard Scale (24%)
- —
- Pork (18%)

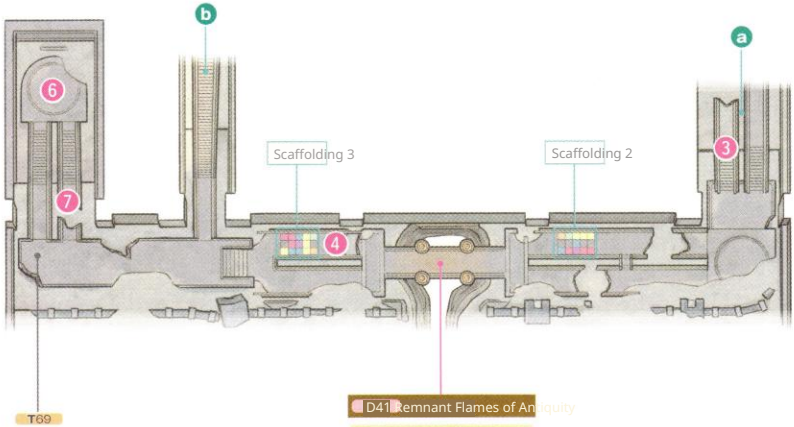
???(B) No. 305 Dem
- Gummi Fruit (24%)
- Red Wine (12%)
- Beef (6%)

???(C) No. 306 Fiend
- Domain Decayed Sword (24%)
- Chapter Dangerous Liquid (12%)
- Minced Meat (6%)

❄ ???(B) and ??? (C) appear from No. 121 onward

Map Strata Desert Ruins





▼ Obtained items

Red Scarf	Investigate Treasure Chest
Freeze Check	Investigate Chest
Possessed Crystal	Investigate Chest
Battle Wear	Investigate Chest
4680 Gald	Investigate Chest
Book of Multiplication	Investigate Chest ※1
435 Energy	Investigate Chest 1
Water-Silk Fabric	Investigate Chest ※2

※1 From No.083 onward
※2 From No.152 onward

▼ Shard Data

Properties	Types
Hard	Stone
Cool	Defense
Refined	Mind
Antique	Resist
Stubborn	Holy
Solemn	Hit
—	Refeed

▼ Enemy Data

Oglubat
No.047 Wo
Pointed Tooth (24%)
Crumbled Tooth (12%)
Cheese (18%)

Fossil Lizard
No.195 Reptile
Hard Scale (24%)
Scale (12%)
Onion (18%)

Wizard
No.019 Only Human
Fall Tomato (24%)
Fall White Wine (12%)
Banashia Bottle (18%)

Foe Elemental
No.187 Spiritual Entity
Upper Stone Material (24%)
—
Core Fragment (18%)

Thief
No.093 Human
Beef (24%)
Fallen Red Wine (12%)
—

Chapter 21

"Together Once More"

Asbel and the others, in order to solve the shortage of gleamstones, borrowed Pascal's wisdom and succeeded in restoring the Great Azure Sea Stone, but Richard stole the stone's power. The group decided to return to the city to report this fact to the president.

Strata Great Desert - West | FIELD | MAP P263

No.084 Return to Yu Liberte

(Event Data)

- C114 "The fact that you came here means..." P263
  Trigger condition: Approach the save point on the ruins side

After repelling Dis Patel, you will return to the president to report to Yu Liberte. The quickest way is to use the turtle cart inside the ruins, but before that, at the save point on the ruins side of Strata Great Desert - West, view Chat 114 "The fact that you came here means..." and collect items from the treasure chests inside the ruins.

When the power of the Great Azure Sea Stone is lost, the water in the ruins recedes, allowing access to treasure chests that had been submerged.

Yuriberute | TOWN | MAP P261

No.085 Hubert joins the party

(Event Data)

- C116 "Just twenty minutes" P261
  Trigger condition: Approach the save point inside the inn after Hubert joins
- T16 "Frederick's Lost Item" P215
  Trigger condition: Inspect the ☆ mark inside Sheria's house
- 20 "...ftermath of Bias" P206
  Trigger condition: Obtain the "Windle Medal" deep in Oren Forest and complete the request
- T23 "The Disturbance at Wallbridge" P232
  Trigger condition: Talk with Duke Dale at Grellside
- T26 "The Secret Offer" P216
  Trigger condition: Enter Kelly's room on the second floor of the Lord of ...mansion
- T30 "Mysterious Power" P253
  Trigger condition: Examine the ☆ mark near the Orleuil exit
- T33 "Miss Sophie" P262
  Trigger condition: Speak to the maid in the residential district
- T34 "Her Training Tool" P261
  Trigger condition: Talk to the woman Marlen in the commercial district
- T57 "Hide-and-Seek" P237
  Trigger condition: Speak to the maid in the central tower of Wallbridge
- 63 "Weird People" P232
  Trigger condition: Talk with Joe on the second floor of the inn in Grellside

When you return to Yuliberte, first go to the Strata Presidential Palace to report that the power of the Great Azure Sea Stone has been taken by Richard. There you will find Hubert, who has returned from Rant, and he will tell you that not only Strata's Great Radiant Stone but also Windle's Great Radiant Stone had their powers taken by Richard. After this, Hubert will join the party to help protect Fendel's Great Radiant Stone from Richard, and you will simultaneously obtain the title "Brotherly Care".

At that time, Richard was trying to escape from the curse of something that dw

Check! Use the Refining Shop

When Hubert joins the party, many Travels occur throughout the regions. One of these, Travel 34 "Her Refinement 'Tool'," when resolved, causes a Refinement Shop to open in the Yuriberte commercial district (→P261). The Refinement Shop is not only a highly practical store where gem trait levels can be raised more easily than with Dualize, but completing its requests can also yield titles, weapons, SP, and other rewards. Be sure to complete it (see page 401) before heading to the Arena Isle.

While waiting for the refinement to finish, rest or proceed with oth

Chapter 22

"Champions of the Arena"

Richard, who had been absorbing not only Strata's power but also Windle's pyroxene power. Believing Richard would also target Fendel's pyroxene, the party, at the request of President Strata, added Hubert to their ranks and aimed to infiltrate Fendel.

Strata Great Desert - North FIELD MAP P269

No.086 To the northern port to head for the Arena Island

(Event Data)

- C118 "Brother, let's fight" P269
  Trigger condition: Discover the Kara Well
- C119 "I cannot talk" P269
  Trigger condition: Lose the battle against Hubert
- C120 "We Fight Again" P269
  Trigger condition: Lose the battle against Hubert
- C121 "Zannen desu" (What a pity) P269
  Trigger condition: Win the battle against Hubert
- C117 "Sugiru?" (Too much?) P269
  Trigger condition: Approach the save point on the harbor side

The ship to go to Arena Island departs from the port beyond the northern part of the Strata Great Desert. After recruiting Hubert, leave Yuriberte through the east gate and push north through the Strata Great Desert toward the port north of Yuriberte. By the way, if you see Chat 118 "Brother, let's fight" near the well, you will enter combat with Hubert, but losing will not result in a game over. Also, Chats 119 "I cannot talk" and 120 "A rematch" will be seen if you win against Hubert, so there is no need to lose just to view them.

North Port of Yuriberte TOWN MAP P270

No.087 Cross to the Arena Island by

(Event Data)

- C122 "Sharp Gaze" P270
  Trigger condition: Approach a save point
- T05 "Oswell's Actions 2" P262
  Trigger condition: After approaching the ship, enter Oswell's residence in Yu Liberte

When you arrive at the port, a boat to cross to the Arena Island has already been arranged. If you approach the ship, you can overhear the Strata soldiers discussing plans to infiltrate Fendel. After this conversation, Travel 05 "Oswell's Actions 2" will trigger, so it's also fine to return to Yu Liberte once before crossing to the Arena Island.

Arena Island TOWN MAP P271

No.088 Contact with the spy

(event data)

- C123 "I'm not worried at all" P271
  Trigger condition: Discover the Warrior's Record
- C124 "The watcher who can be seen" P271
  Trigger condition: Approach a save point

Hubert had long planned to travel to Fendel with the help of a spy who had infiltrated the Fendel army. However, from the obtained "Letter from the Spy" he learns that the spy is being watched by his superior and cannot move, so Hubert decides to rescue the spy by defeating the superior in a match on the Arena Island.

No.089 Win five consecutive battles to rescue the

(Event Data)

- C125 "Kurogo no Bannin" (The Black-Clad Guardian) P271
  Trigger condition: Approach a save point after rescuing the spy
- T35 "Secret Operation" P261
  Trigger condition: Obtain a hand-drawn map on Floor 20 of Arena Island and comp
- 371 "Dare no irezwei?" (Who put the idea?) P271
  Trigger condition: Steal "Everyday Medicine" from Rinche on Floor 5 of Arena Islan
- 59 "Kurogo no Bannin" (The Black-Clad Guardian) P271
  Trigger condition: Clear Arena Island normal class up to Floor 30

When you speak to the receptionist, a five-battle encounter to rescue the spy begins. The opponents up to the fourth battle are monsters. They are all enemies you've fought before, so Asbel and the others should be able to defeat them with ease. After defeating the Fendel soldiers who appear in the fifth battle and acquiring Hubert's title "Youngest Officer," talk to the spy and travel to the port south of Beranick.

After rescuing the spy, you are free to participate in matches on the Arena Island and

BOSS 2 Prickly Cacti, 2 Mandrake Tants, Fake Pasteque

The first opponents are plant-type monsters that appeared in the Strata Rocky Desert. Although they are somewhat numerous, they are no longer significant threats to the party at its current stage. All of them are weak to the plant attribute, but rather than using skills or spells specifically imbued with the plant attribute, it will be more efficient to attack with wide-area techniques that cover the concentrated enemy locations—such as "Icebreaking Blade," "Shock Sovereign Tremor," "Obscured Moonlit Night," and "Crushing Thunder Kill"—to defeat them.

▼ Boss Data

Pre-Sabotage — P500
No.208 | Lv 26 | HP 2739
Species: Plant | Weak:

Mandratan — P504
No.250 | Lv 25 | HP 2594
Race: Plant | Heal Point

Fake Pastèque — P498
No.192 | Lv 25 | HP 2574
Species: | Weak: Silent

BOSS Kākā ×2, Desert Eagle ×2, Lance Beak ×2

The opponent in the second battle is the monsters fought in the western Strata Great Desert. All three types are weak to bird and ice attributes, so control Asbel equipped with the sword "Zephyr" which is strong against bird attribute, and repeatedly use the ice-attribute skill "Icebreaking Blade" to defeat them effortlessly. First, take out the fast-moving Desert Eagles and Lance Beaks, creating a situation where you can receive support from the back row. Then defeat the remaining Kākā.

▼ Boss Data

Karka (Kākā) — P483
No.049 | Level 29 | HP 2939
Species: Crow | Weak:

Desert Eagle — P492
No.134 | Lv 29 | HP 2857
Species: 鳥 | Weak:

Francepeak — P507
No.278 | Lv 31 | HP 3772
Species: | Weak: Shoulder

BOSS Rouge Slime ×6

The opponent in the third battle is Rouge Slime that appeared inside the Rock Gagan. Prevent slow with "Liqueur Bottle" and then use techniques such as "Obscured Moonlit Night" and "Crushing Thunder Kill."

▼ Boss Data

Rouge Slime — P509
No.298 | Lv 27 | HP 3256
Species: Amorphous

BOSS Uragan Dragon, Fossil Lizard ×2, Wyvern ×2

In the fourth battle, use ice-based or reptile-attribute moves like "Icebreaking Blade" and "Spinning Wolf Fang" to first take down the Fossil Lizard, which has low HP. At that time, use "Stone Check" or "Liqueur Bottle" to guard against petrification attacks.

▼ Boss Data

Uragan Dragon — P481
No.028 | Lv 29 | HP 9605
Species: | Weak: Electric

Fossil Lizard — P498
No.195 | Lv 29 | HP 3746
Species: | Weak: Reptile

Wyvern — P509
No.303 | Lv 26 | HP 5766
Species: | Weak: Southern

BOSS General, Dragoon ×4

Because both have a weakness to the human attribute, equip them with titles or gems that are strong against humans. Also use "Liqueur Bottle" to prevent burns, and with the "Follow the Leader" tactic, you can pick off the dragoons with low HP one by one.

▼ Boss Data

General — P488
No.094 | Level 34 | HP 6582
Species: | Weak: Human

Dragoon — P493
No.141 | Lv 34 | HP 3432
Species: | Weak: Human

Map Data

Map Strata Great Desert - North

Obtained Items

2080 Gald	Investigate Treasure Chest
Moon Anklet	Investigation Treasure Chest
Silver Frame	Investigation Treasure Chest

Items obtained from the light ground

1–512 Gald	
Momo	
Gummy Fruit	
Dangerous Liquid	
Venomous Needle	
Magic Carta No.11	
Trash	
Verbena	

Skill Data

Properties	Types
Sharp	Rescue
Rough	Mind
Bold	Resist
Graceful	Hit
Gentle	Evade
Chilly	Rise

Enemy Data

Wizard — No.019 Human

Dropped Tomato (24%)
White Wine (12%)
Banashi Bottle (18%)

Lancepeak — No.278 — Bird

Drop Chicken (24%)
Fine Fur (12%)
Egg (15%)

Dunnu Goblin — No.138 — Plan

Broken Blade (24%)
Dropped Banana (12%)
Gummy Fruit (18%)

Durl Scorpion — No.137 Insect

Tian Hao
Pointed Claw (24%)
Dropped Venomous Needle (12%)
Cheese (15%)

Moose Scorpion — No.258 — Insect

Dropped Venomous Needle (24%)
Needle (12%)
Carbon (18%)

???(B) — No.305 — Fiend

Gummi Fruit (24%)
Fallen red wine (12%)
Beef (6%)

???(C) — No.306 — Fiend

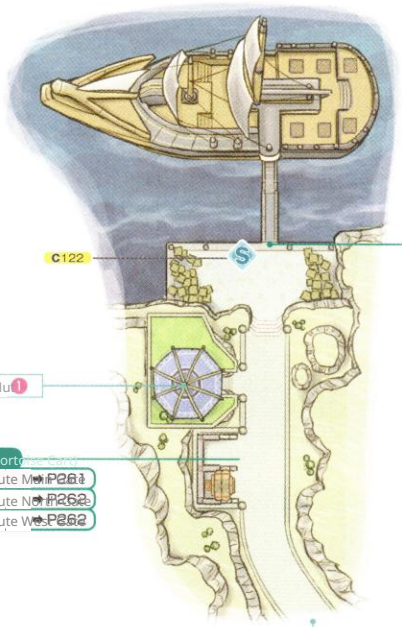
Rotten Sword (24%)
Drop Dangerous Liquid (12%)
Minced Meat (6%)

※ ???(B) and ??? (C) appear from No. 121 onward

Courtyard

※ Veterans of the Great Graces

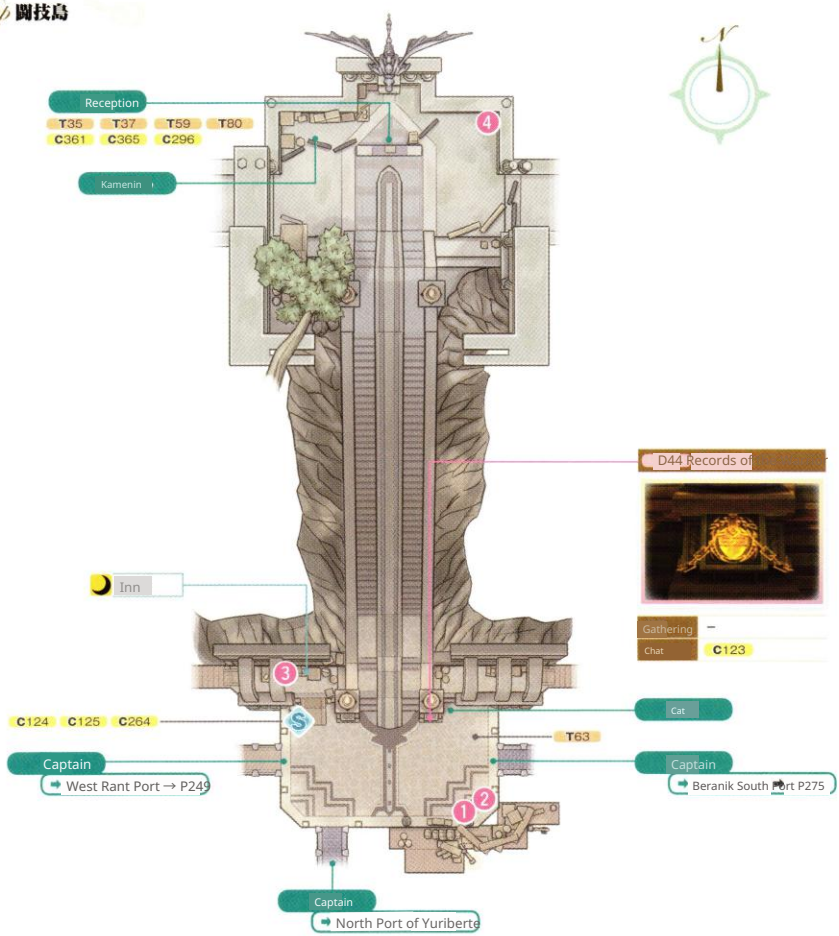
Map North Port of Yuriberte



▼ Obtained Items

White Wine	Investigate Treasure Chest

Map 闘技島



▼ Request data

Trigger Condition	Requested Item	獲得SP	Reward
–	Pointed Tooth ×3	170	Freeze Check ×1
–	Beef Braised in Red Wine ×2	350 700 Gald	
–	Overgrown Crystal ×1	560	Hot-Blooded Scarf ×1
–	Red Scarf ×1	790	Battle Sword ×1
–	Quill ×1	1050	2100 gald
–	Upper Stone ×2	1320	Plain Glasses ×1
–	Grape Compote ×1	1620	3,240 guld
–	Simple Frame ×1	1940	3,880 gald
–	Grape Gummies ×3	2280	Battle Staff ×1
–	Garm Fang ×1※1	2640 5280 gald	
–	Bone Key ×1	3430 Magic Carta No.84	
–	Mystery Invitation ×1	4310	8620 Gald
–	Grated marbled steak ×1	5280	10,560 Gald
–	Puzzle ×1	6340	12,680 gald
–	Fate and Chance Dice ×1	7480	14960 Gald
–	Rarity List ×1 ×2	8710	17420 Gald
No.088 onward	Everyday Medicine ×1	1940 3880 Gald	
Fight Veyg	Requiem ×1	2640 5280 Gald	
Fight Veyg	Lost anklet ×1	3430 6860 Gald	
Fight Veyg	Hero's sheet ×1	4310	8620 Gald
Complete the above	×1※3	14520	Weird Ribbon ×1

※1 Nature: Chilly ※2 Nature: Intimidating ※3 Nature: Gentlemanly

▼ Obtained Items

Jindai (Daphne) Seed	Investigate: Light Spot
Red Wine	Investigate Treasure Chest
Magic Carta No.35	Investigate Treasure Chest
Metabolism Grimoire	Investigation Treasure Chest※

※Password "Riot Peak"

▼ Shop Data

Inn Outfit	
Accommodation Fee	100
Kameya	
Apple Gummy	100
Peach Gummy	500
Grape Gummy※1	2500
Banashi Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250
Silver Holder※2	1420
Moon Anklet※2	2850
Silver Frame 2	3010
Orange Ribbon※2	2360
Orange perfume ×2	3130
Red muffler ×2	1510

※1 From No.097 onward ※2 Up to No.097

Chapter 23

"Study of the Great Luminescent Stone"

After rescuing the spy on the Arena Island Riot Peak, Asbel and the others board a ship and head to Fendel. In the frigid land of Fendel, the government is preparing to conduct experiments using Great Luminous Stones to alleviate the shortage of Radiant Ore.

South of Beranic 港 | TOWN | MAP P275

No.090 Land at Fendel

After landing at the southern Beranic port, the gateway to Fendel, they receive a report from the spy that Great Luminous Stones are located near the capital Zavet. Once you replenish recovery items and food at the kame inn, first make for the nearest town, Beranic.

At the harbor chat 136 "..... I like it" The ingredient "kani" for the required "kanitama" can be obtained from "crabs".

Fendel Border Area | FIELD | MAP P276

No.091 Heading north toward Berranik

(Event Data)

- C126 "Sofi-chan~?" P276
  Trigger condition: Discover a peach tree
- C127 "Is there one!? The Secret Escape Route" P276
  Trigger condition: Approach the border fortress
- C128 "The Opposite of Coincidence Is Necessity" P276
  Trigger condition: Approach the crater

The Fendel border area's road splits east and north. The northern road leads to Beranic, and the eastern road goes to the border with Lant. Collect items from treasure chests near the border and check the chat before heading to Beranic. Note that in Beranic you will need five "Horn of Strateim", so it's wise to fight enemies along the way now to gather them.

Near the border, if you pay 1,000 guld to the turtle man of Dā, you can go to the town at the same area.

Beranikku | TOWN | MAP P277

No.092 Give five Strateim Horns

(Event Data)

- C129 "Because it's a harsh environment?" P277
  Trigger condition: Approach the save point inside the inn
- C130 "Makes you want to eat it" P277
  Trigger condition: Discover Kaiga's script
- T06 "A Cold Night" P277
  Occurrence condition: Stay overnight at the inn before handing over the Strate
- T38 "The Intimidating Boy" P277
  Occurrence condition: After obtaining the "Spoon", talk to Saji hiding in the sha

Upon arriving in Berranik, first head straight to the inn in the northwest of town and check chat 129 "Because it's a harsh environment?" and travel 06 "Cold Night". Then, give five Strateim horns to the poor brothers picking up glimmerstone fragments in the northeast square. At that time, Sheria will acquire the title "Considerate Woman". If you don't have enough horns, gather the missing ones in the Fendel borderlands.

Be careful: Chat 129 and Travel 06 can only be seen before handing over the corn

No.093 Take to the inn

(Event Data)

- C131 "Cough cough" P277
  Trigger condition: After handing over the Horn of Strateim, approach the save

After giving the poor sibling pair five "Horn of Strateim" and then going to the inn, the landlady will let you stay at the inn for free as a thank-you. The next morning, if you hear from the landlady that a great crystal research is being conducted in Zavět, view Chat 131 "Cough Cough" and then head to Fendel

Head for the town at the same area.

Check: Don't miss the inn's backstage.

It's dark and hard to see, but there is an entrance on the inn's stage that leads to the backstage. In the backstage you can discover the discovery "Kaiga's Script" and a seed type "Nifelum Seed", among other finds. Also, if you progress the story a bit more, Travel 60 "Princess Sheri" and Chat 358 "I Was Hit-and-Run" will occur, so don't miss them.

Go up onto the inn's stage; from here you can proceed upward to enter the backstage.

Fendel Mountain Tunnel — FIELD — MAP P278

No.094 Through the tunnel to the Fendel Highlands

(Event Data)

- C132 "The Reality of Fendel" — P278
  Trigger condition: Approach a save point
- C133 "What Lies Ahead" — P278
  Trigger condition: Discover an Ice Tree

At the fork in front of the hut, turn left and make your way out to the Fendel Plateau. You cannot yet go toward the unopened snowy road. Note that if you approach the slope where a sign with an arrow is planted halfway up, you will be returned beside the hut inside the tunnel. It becomes a detour, so avoid approaching it if you are in a hurry.

Fendel Plateau — FIELD — MAP P279

No.095 Head to the contact port for Zavět

(Event Data)

- T42 "Rockgagan Researcher" — P279
  Trigger condition: Talk to the researcher standing just outside the tunnel
- C134 "Stop on the Plateau" — P279
  Trigger condition: Discover a cabbage
- C135 "Anomaly" — P279
  Trigger condition: Approach a save point

Like the Fender Mountain Tunnel, this is also a pass-through field. Travel 42 "Rockgagan Researcher", two chats, and the discovery "Cabbage" are here. Just be careful not to miss it. Proceed northwest.

And soon the liaison port to Zavette comes into view.

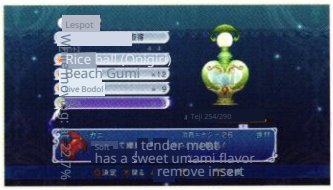
Harbor of Communication to Zavet — TOWN — MAP P280

No.096 Take the ferry bound for Zavět

(Event Data)

- C136 "Like" — P280
  Occurrence condition: Approach the save point while possessing the Kanitama

If you board the ferry from here, you can go to the capital of Fendel, Zavet. By the way, Chat 136 "Like" has the occurrence condition of approaching this save point while possessing the "Kanitama." To obtain the "Kanitama," dualize an "Egg" and a "Crab." Incidentally, the "Crab" is sold as a favored item in Zavet, but if you progress the story too much the chat itself may disappear. Therefore, if you don't have the ingredients, it's safer to procure them from Lespot.



If you picked up a "crab" on Grellside, you can generate it at Elespott as many ti

Zavet Port — TOWN — MAP P280

No.097 Infiltrate Zavět

Upon arriving at Zavět Port, Sophie obtains the title "Little Woman of Little Anxiety". After receiving a prize from King Karta and obtaining the "Pie Sheet" from the treasure chest, head to Zavět. At this stage it is only a pass-through map, but remember that after clearing the Lambda Cocoon, choosing "???" in the ferry route selection can trigger Travel 43: "Smuggling".

Check! Collect karuta to receive prizes

At the contact port to Zavet, there is a Karuta King who gives prizes depending on the number of magic karuta you possess. Once you have gathered enough magic karuta to receive the available prizes, make a detour to Zavet Port and collect your prizes from the Karuta

▼ Prizes you can receive from the Karuta King

Number of karuta held	
5 pieces	Grape Gummies ×3
10 pieces	
20 pieces	Mastery EX
30 pieces	Isabel's title "Carta Collector"
40 pieces	Cost anklet
50 pieces	Mastery G

Zavēto | TOWN | MAP P281

No.098 Deceiving the Fendel Soldier

(Event Data)

C137 "You can't get in" P281
Trigger condition: Discover that unseen pipe there

☐ C161 "Sick Girl" P281
Trigger condition: Talk to the girl Lara who is sleeping in the bed of a private house

T71 "Minister of the Environment" P281
Trigger condition: Have 15 pieces of trash and, while Malik is the leader, inspect a trash can

C139 "You're Sweet, Brother" P281
Trigger condition: Discover a Matryoshka-style ornament

☒ C138 "Gyuっとなってぎゅっとして" (Squeeze Tight and Tight) P281
Trigger condition: Approach the save point inside the inn

☐ C323 "A Surprise Birthday, You Know" P281
Trigger condition: Approach the save point inside the inn

When infiltrating Zavet, an event occurs in which Malik uses a Fendel army unit badge to deceive the Fendel soldiers, and you automatically obtain a "soot-stained unit badge." After this, you can move freely for a while, so collect items and check chats and Discoveries.

No.099 Gather information from Fendel soldiers

(Event Data)

☐ C140 "Only Doing It at Times Like This" P281
Trigger condition: Approach the inn's save point

In the southwest of the town, in front of the armorer and the inn, if you talk to the Fendel soldier there you'll learn that an experiment concerning Great Bright Stone will soon be carried out. Next, to obtain more detailed information about the Great Radiant Stone, head to Ammarcia Village, Pascal's homeland. However, here Malik's lie is exposed and they are surrounded by Fendel soldiers. In this event Pascal acquires the title "Daughter of the Ammarcia Tribe." Afterwards, Fendel soldier symbols appear throughout the town; touching them triggers battles with Skirmishers or Dragoons. While checking Chat 140 at the inn, "Only at times like this a daily duty," head to the west gate and go to Mount Zavet, where Ammarcia Village is said to be located.

The soldiers who can give information are easy to spot because they're emitting black smoke from their heads.

Mount Zavēt | FIELD | MAP P282

No.100 To the Ammarcia Village on the Mountain Peak

(Event Data)

☐ T41 "Mimic Creature" P282
Trigger condition: Defeat the fake

☐ C240 "Hubert Loses His Way" P282
Trigger condition: Approach the save point in front of the Sneak Research Instit

☐ C142 "It's Frightening" P282
Trigger condition: Discover a daikon radish

☐ C143 "..... Too much" P282
Trigger condition: Discover a pumpkin

☐ C144 "No Need to Hesitate" P282
Trigger condition: Approach the mid-mountain save point

☐ C141 "Does the Power of Belief Resemble One Another?" P282
Trigger condition: After defeating the Chimpion Boar, approach the Zavet-side s

Leaving Zavet and proceeding along the mountain path for a while, the road splits west and south. The western road leads to the village of Anmarchia, and the southern road leads to the Sneak Laboratory. The next objective is to defeat the Chimpion Boar that appears near the mountain summit and then go to the village of Anmarchia; however, beforehand it's good to take a detour toward the Sneak Laboratory to defeat the Fake (→P403) and discover the Discovery "Daikon."

When you defeat the fake, you obtain the "weapon material" required for

BOSS Chimbeon Boar

The troublesome part of Chimpion Boar's attack is its unblockable charge. If you control the character, you can easily evade it with a step, but the other party members are likely to become its prey. To prevent this, use an offense-focused formation of Asbel, Sophie, Hubert, and Malik to defeat it without giving it the chance to charge. To keep their attacks relentless, set Malik to use only "Cluster Raid" and set the other three to use only their A-techniques, and set everyone's attack frequency to "All-Out Attack."

▼ Boss Data

Chimbeon Boar				P491
No.125	Lv	44	HP	40642
Species	6 pos			

Check! Add products to the Kamenin shop

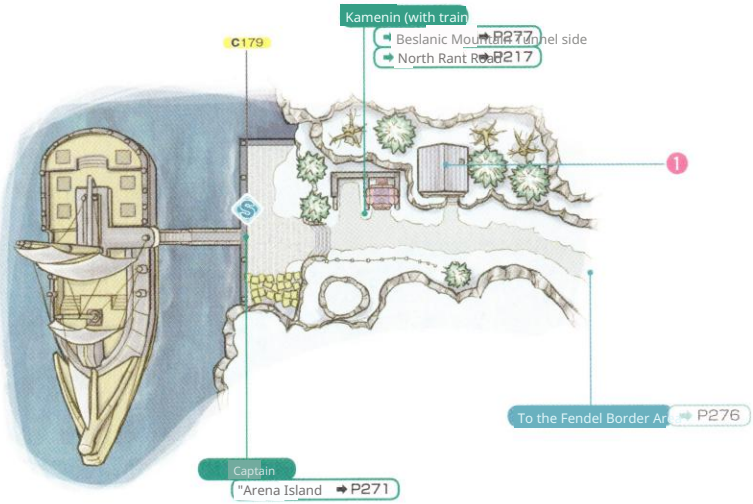
When you arrive at the southern port of Beranic, "Grape Gummy" will start being sold at Kamenin shops nationwide. It's an excellent item that can restore as much as 70% of HP, so stock up while also collecting customer stamps. Around here you'll be able to buy the favorite-customer items "Vegetable Set" and "Spice Set," which will make things considerably easier going forward.

"Vegetable Set" and "Spice Set" you can make From the a highly practical "Curry".

Supplied with meat and vegetable spices

Map Data

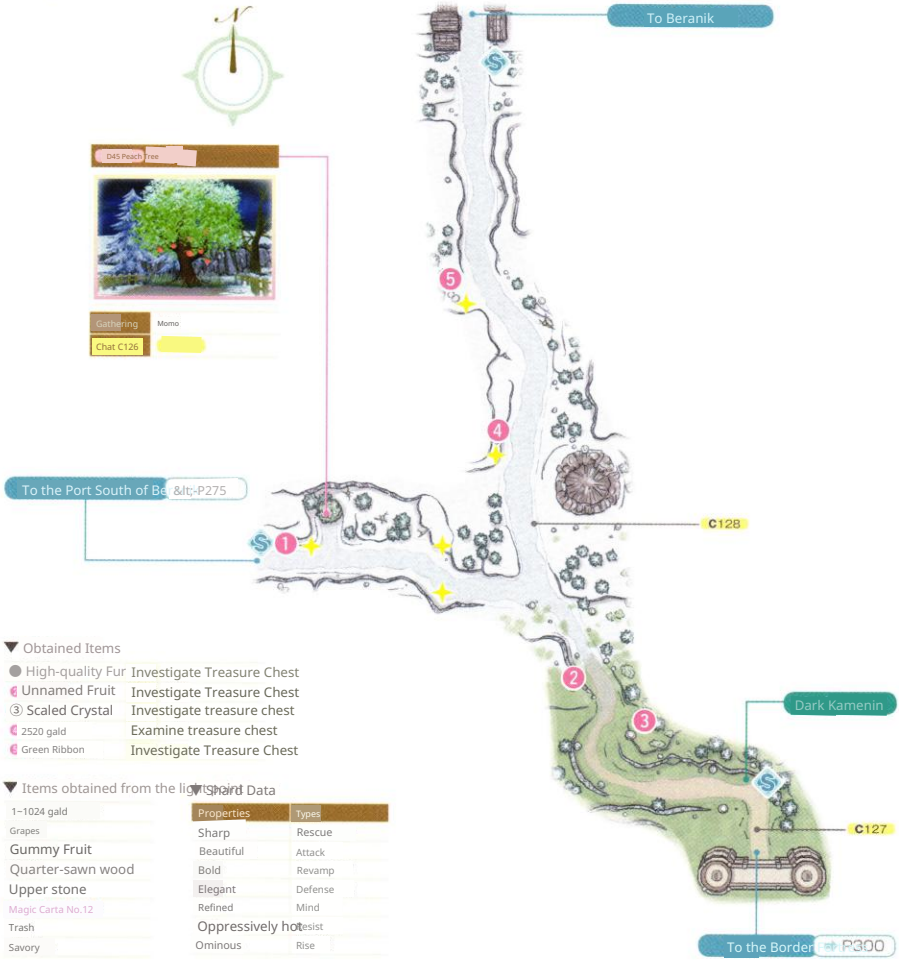
Map: Southern Port of Beranic



▼ Acquired Items

Crab ×2 Investigate Treasure Chest

Map: Fendel Border Area



▼ Obtained Items

High-quality Fur	Investigate Treasure Chest
Unnamed Fruit	Investigate Treasure Chest
③ Scaled Crystal	Investigate treasure chest
2520 gald	Examine treasure chest
Green Ribbon	Investigate Treasure Chest

▼ Items obtained from the light shard

1~1024 gald
Grapes
Gummy Fruit
Quarter-sawn wood
Upper stone
Magic Carta No.12
Trash
Savory

▼ Shard Data

Properties	Types
Sharp	Rescue
Beautiful	Attack
Bold	Revamp
Elegant	Defense
Refined	Mind
Oppressively hot	esist
Ominous	Rise

▼ Enemy Data

Plateau Goblin — No.204 — Squid
- Broken Blade (24%)
- Gummy Fruit (12%)
- Peach (15%)

Strateim — No.105 — Crow
- Strateim Horn (50%)
- Fine Fur (12%)
- Clean Feather (15%)

Harvey — No.158 — Squid
- Clean Feather (24%)
- Gummy Berry (12%)
- Feather (15%)

Gloom Beetle — No.072 — Insect
- Pointed Claw (24%)
- Emperor's Claw (12%)
- Peach (15%)

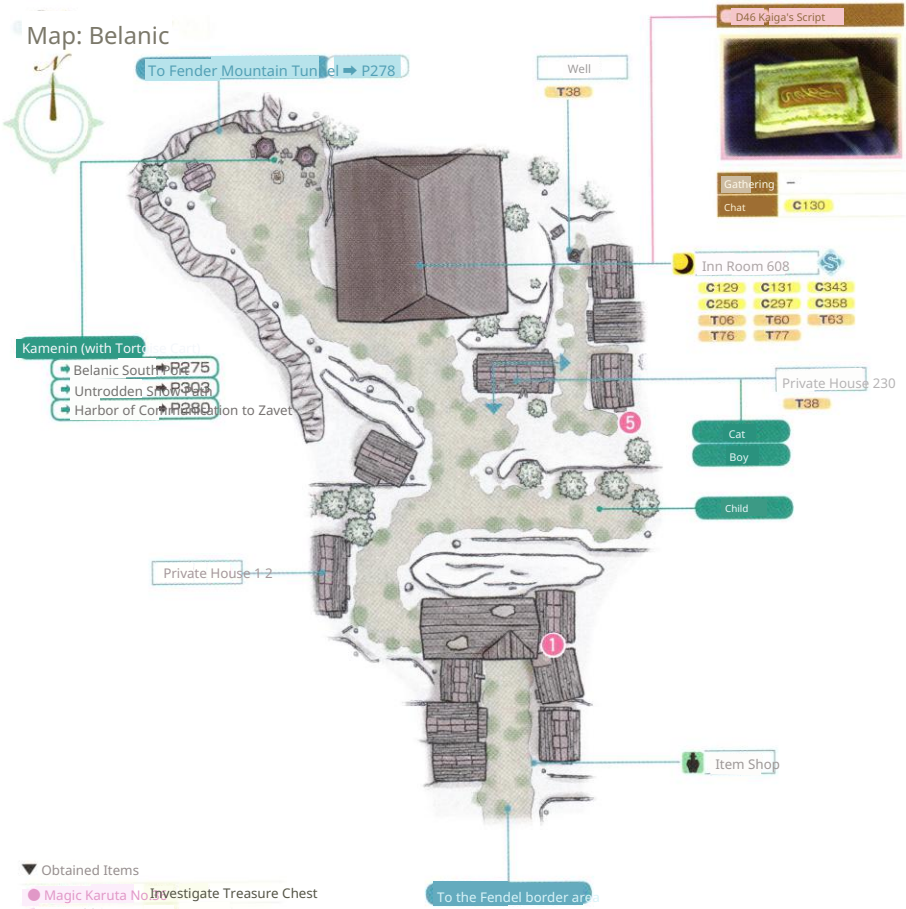
Goblin Karori — No.082 — State
- Broken Blade (24%)
- Momo (12%)
- Liqueur Bottle (15%)

???(B) — No.305 — Fiend
- Gummi Fruit (24%)
- Fallen Red Wine (12%)
- Beef (6%)

???(C) — No.306 — Fiend
- Decayed Sword (24%)
- Drop Dangerous Liquid (12%)
- Minced Meat (6%)

*???(B) and ???(C) are Appear from No.121 onward

Map: Belanic



▼ Obtained Items

Magic Karuta No.1	Investigate Treasure Chest
Vegetable Set	Investigation Drawer
Milk	Investigation Drawer
Bushbaby	Investigate Treasure Chest
6 Spoons	Treasure Chest Treasure Chest※1
Nifelum Seed	Light Spot Light Spot
The Princess Tale Masterpieces	Investigation Large
Remittance Grimoire	Investigation Treasure Chest 2

※After acquisition, paying 1000 gold will allow passage
※2 Password: "Strateim"

▼ Shop Data

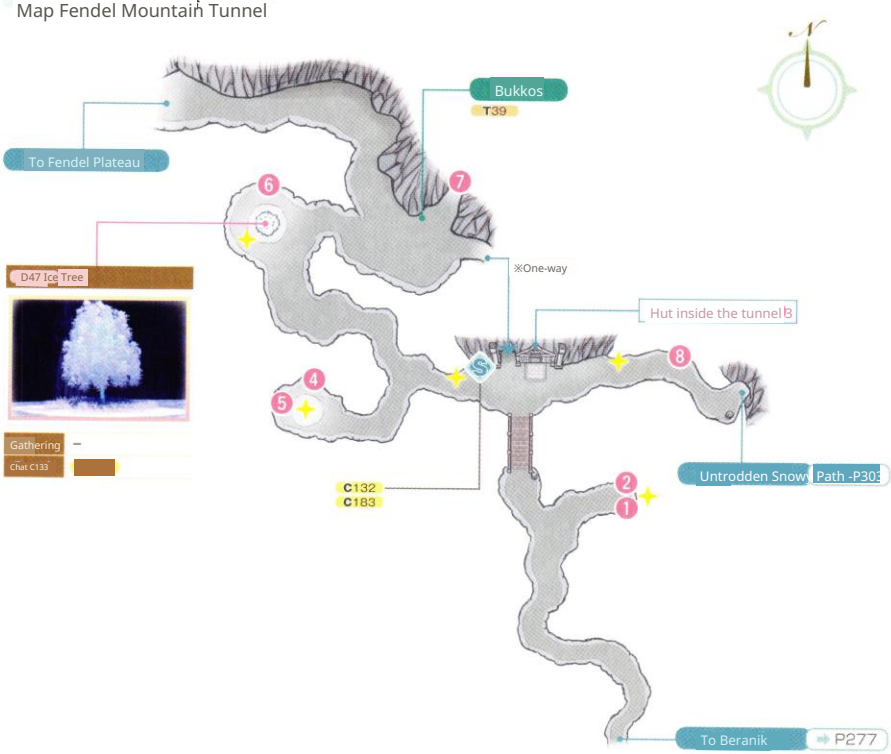
Inn	
Accommodation Fee	100
Item Shop	
Battle Sword	6005
Battle List	5040
Battle Knife	4700
Battle Edge	5380
Battle Staff	6345
Battle Plate	5265
Black Cloak	4620
Battleware	6015
Apple Gummy	100
Peach Gummy	500
Grape Me	2500
Banashi Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250
Freeze Check	2500
Orange perfume	3130
Preferred Customer Item	
Mastery C	1000
Savory	4500
Energy Bottle C	3000
Mastery EX	7500
Magic Carta No.47	765
Energy Bottle EX	10000
Red Savory	9000
Mastery G	30000
Energy Bottle G	30000
Dragon's Blood	14400

▼ Request data

Trigger Condition	Related Items	獲得SP	Reward
–	Rice ×12	180	Savory ×1
–	Fur ×4	380	760 gold
–	Vegetable Set ×3	610	1,220 gald
–	Lantern ×1	860	Black Cloak ×1
–	Bandage ×12	1140	2,280 gald
–	Flaming Crystal ×1	1440	Stylish Glasses ×1
–	Pasta ×12	1760	Shark Bottle ×1
–	High-quality fur ×3	2110	4,220 gald
–	Seafood set ×5	2480	Magic Card No. 85
–	Flamberge ×1 ※1	2880	5,760 gald
–	Elixir ×1	3740	7,480 gald
–	Mikan scarf ×1	4700	9,400 gald
–	Plush toy ×1	5760	Red Savory ×1
–	Almecela Chronicle ×1	6910	13,820 gald
–	Liquor ×1	8160	16,320 guld
–	Cocktail dress ×1 ※2	9500	19,000 guld
No.092 and later	Spoon ×1	2110	Battle List ×1
No.126 and later	Shovel ×1	2880	Elixir ×1
No.152 and after	Drill ×1	3740	All Divide ×1
No.152 and after	Princess Story Masterpieces ×5	4700	9,400 gald
Above completed	Cooper Wooper ×1 ※3 15840		Fluffy Scarf ×1

※1 Nature: Mysterious 2 Nature: Gentlemanly 3 Nature: Heartful

Map Fendel Mountain Tunnel



▼ Items Obtained

Dark Bottle ×2	Investigate Treasure Chest	1~1024 gald
② Platinum Ware	Investigate Treasure Chest	Grapes
Suspicious Powder ×2	Investigate Treasure Chest	Gummy Fruit
Leaf Perfume	Investigate: Treasure Chest	Pointed Claw
Liqueur Bottle ×2	Investigate: Treasure Chest	Hard Scale
3240 Gald	Investigate Treasure Chest	Magic Carta No.13
Grape Gummies ×2	Investigate Treasure Chest	Trash
Energy Bottle C	Investigation Treasure Chest ※	Savory

※ From No.129 onward

▼ Items obtained from the light point

▼ Plant Data

Natur	Types
Hard	Gain
Rough	Defense
Antique style	Refeed
Warm-hearted	Mind
Stubborn	Resist
Prickly	Hit
Weighty	Exceed

▼ Enemy Data

※???(B) and ??? (C) appear from No. 121 onward

Map Fendel Plateau

▼ Obtained items

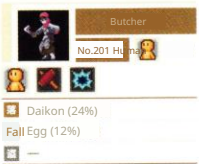
Week Check	Investigate Treasure Chest	1~1024 gald
Gold holder	Investigate Treasure Chest	Grapes
2880 Gald	Investigate Treasure Chest	Gummy Fruit
		Broken Blade
		Magic Carta No.14
		Trash
		Savory

▼ Items obtained from the light point

▼ Enlargment Data

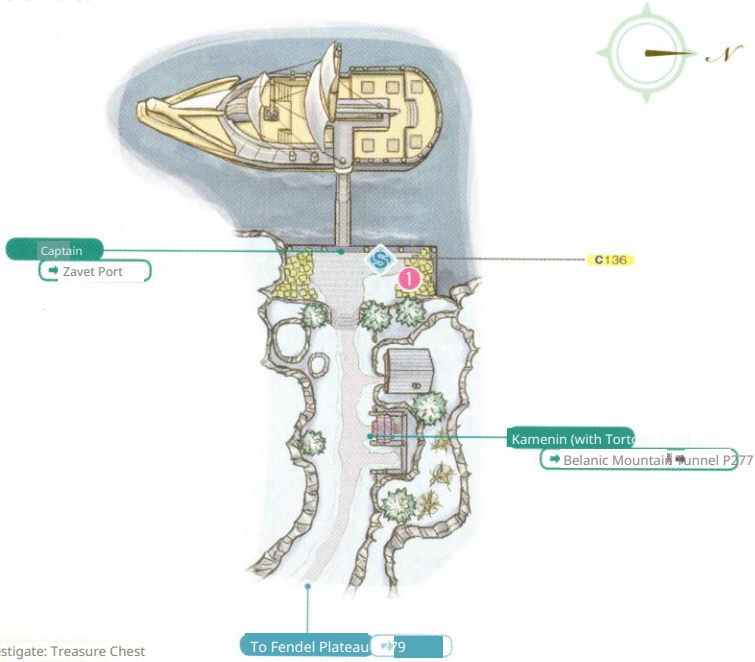
Properties	Types
Cool	Absorb
Refreshing	Mind
Bold	Revenge
Elegant	Resist
Antique style	Hit
Prickly	Avoid
Chilly	Reforce

▼ Enemy Data



※ ???(B) and ??? (C) are
Appear from No.121 onward

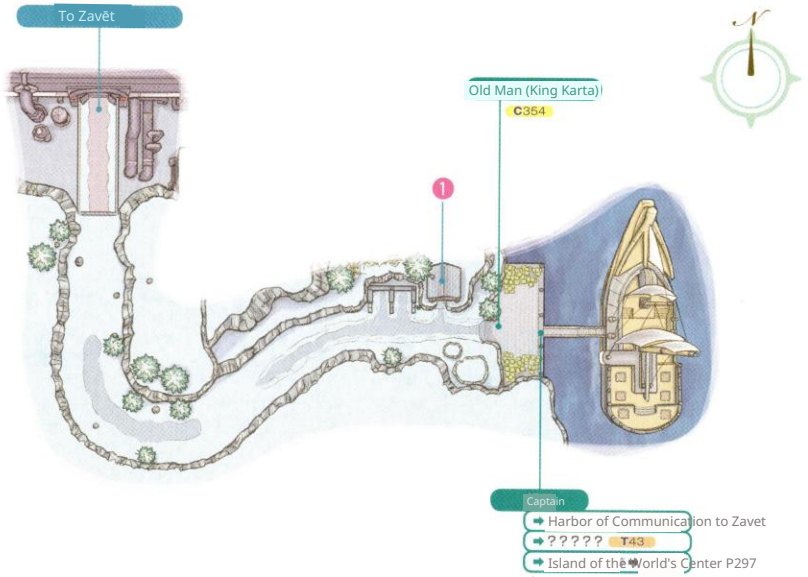
Map: Contact port for Zavět



▼ Acquired Items

● Salmon ×3 Investigate: Treasure Chest

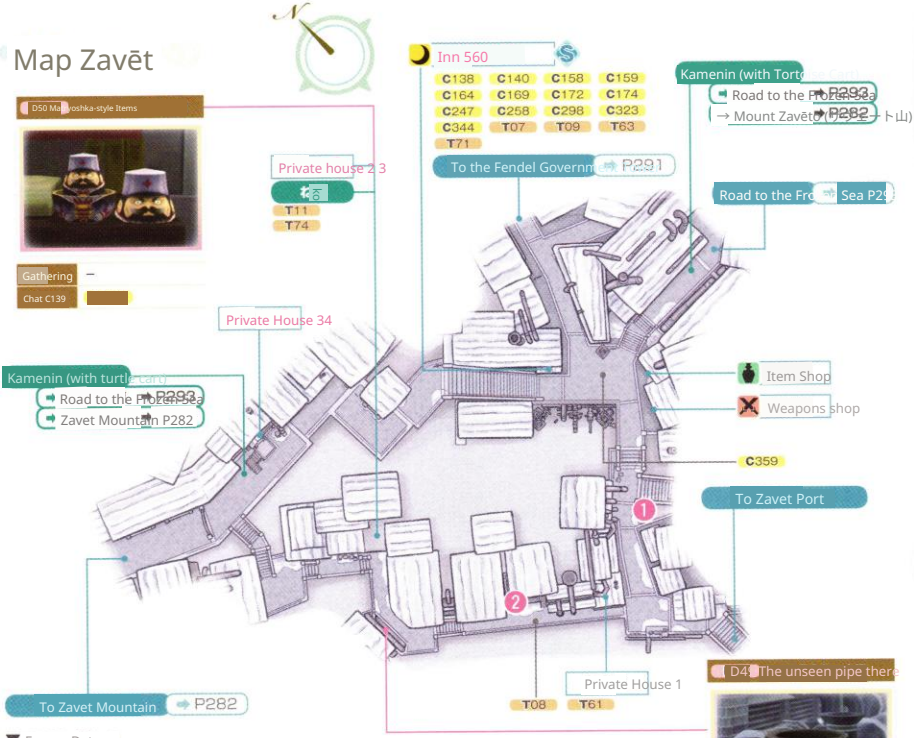
Map Zavēt 港



▼ Acquired Items

● Pie sheet ×3 Investigate Treasure Chest

Map Zavēt



Gathering –
Chat C137

▼ Enemy Data

Skirmisher
No.083 2 Humans

Peach (24%)
Fallen pie crust (12%)
–

Dragoon
No.119 Human

Rice (24%)
Crab (12%)
Crab (30%)

* Appears only during the period No.099–No.101

▼ Acquired Items

Nekogurumi (cat conversation)	Conversation Child (requires 10 Gald)
Magic Karuta No.37	Investigate Treasure Chest
Crab ×2	Search Box on the left side of the room
Princess Tales Ma	Investigation Drawer
Spellbook of the M	Search Treasure chest in the room on the 1st floor※
6 Rice ×2	Search Drawer in the room on the right of the 2nd floor
Bloody Rose Seeds	Search Light spot in the room on the right of the 2nd floor

※Password "Jireza"

▼ Request data

Trigger Conditions	Related Items	SP Gained	Reward
–	Red Wine ×3	180	Weak Check ×1
–	Expensive-looking Desk ×1	380	760 Gald
–	Crab ×3	610	1,220 gald
–	Salmon en croûte x1	860	Platinum Plate ×1
–	Silver Frame x1	1140	2280 gald
–	Bracelet × 1	1440	Magic Card No. 86
–	Tie ×2	1760 3520 Gald	
–	Spirit-Afflicted Crystal ×2	2110	Pure Gold Glasses ×1
–	Fried Cod Curry ×1	2480 4960 Gald	
–	Beast Fang ×1※1	2880 5760 Gald	
–	Damascus Steel ×1	3740 Arcana Bottle ×1	
–	Secret Fruit ×2	4,700 9,400 Gald	
–	Knight's Spring ×1	5760	11,520 Gald
–	Balloon Cloth ×1	6910	13,820 Gald
–	Miso-grilled Cod ×1	8160	Energy Bottle C ×1
–	Light-blue Dangerous Liquid ×1	9500	Fūma Shuriken ×1
No.099 and beyond	Weapon material ×1	2110	Platinum Edge ×1
After T42 occurrence	Rock Gagan Hair ×1	2880	5,760 gald
No. 120 and above	Sweta Ratchet ×1	3740	Banana Pie ×1
No.152 and later	Spy Evidence ×1	4700	9,400 gald
The above completed	Sapphova 3rd ×1※2 15840		31,680 Gald

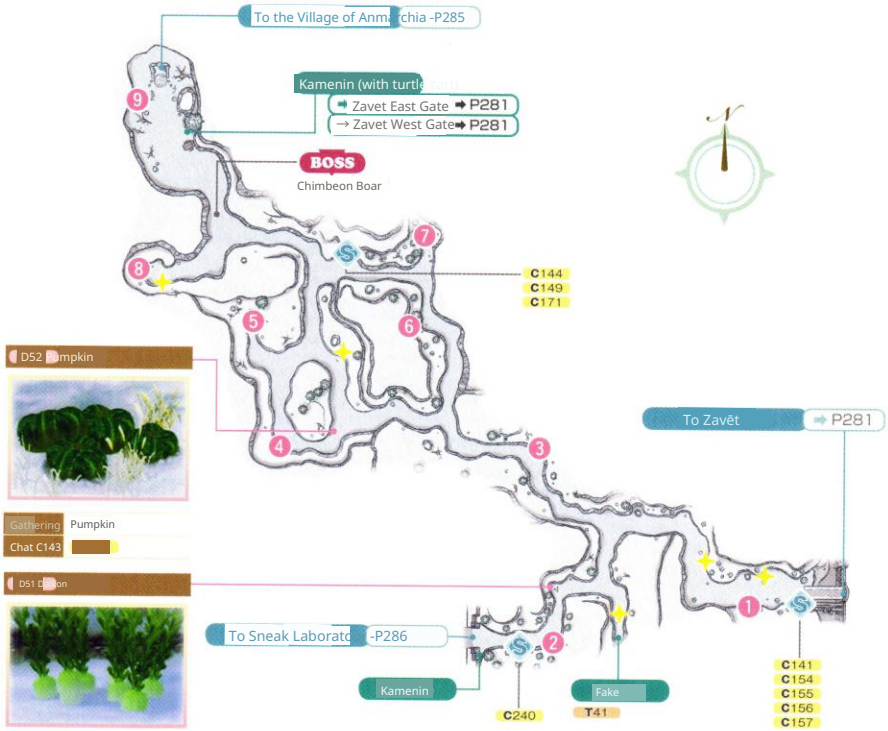
※1 Nature: Prickly ※2 Nature: Mysterious

▼ Shop Data

Inn	
Accommodation Fee	200
Item Shop	
Apple Gummy	100
Peach Gummy	500
Grape Me	2500
Banashi Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250
Week Check	5000
Wubinghuang	
Platinum Sword	7780
Platinum Knife	6090
Platinum Edge	6970
Battle List	5040
Battle Staff	6345
Platinum Plate	6860
Platinum Ware	7840
Gold Holder	2490
Platinum Holder	4360
Green Ribbon	4130
Elemental Ribbon	7230
Leaf Perfume	5480
Magical Perfume	9590
Preferred Customer Item	
Salmon	132
Cod	154
Crab	220
Eel	288
Thai	438
Rare Edge	23590
Savory	4500
Red Savory	9000
Magic Carta No. 48	765
Steel Edge ※	2060

※ Nature: Woodlow-ness

Map Zavēt



▼ Obtained Items

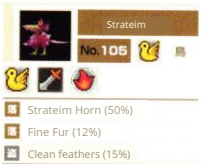
Life Bottle ×2	Investigate Treasure Chest	1~2048 gald
495 Energy	Investigate Treasure Chest	Grapes
Grape Gummies ×2	Investigate Treasure Chest	Gummy Fruit
Clean Feather	Investigate: Treasure Chest	Amazing Bone
Blue Scarf	Investigate Treasure Chest	Emperor's Claw
Quarter-sawn Wood	Investigate Treasure Chest	Magic Card No.15
Gold Frame	Investigate Treasure Chest	Trash
3670 Gald	Investigation Treasure Chest	Chamomile
Formless Crystal	Investigation Treasure Chest	

▼ Items obtained from the light point

▼ Shard Data

Properties	Types
Smooth	Brace
Chunky	Resist
Refined	Revamp
Warm-hearted	Hit
Stubborn	Evasion
Ominous	Vital
Stern	Revenge

▼ Enemy Data



Chapter 24

"Sisters and Brothers"

Having escaped Fendel and headed for Mount Zavett, Asbel and the others temporarily take refuge in Pascal's hometown of Anmaltia. There, the party learns about the relationship between the Fendel government and the Anmaltia tribe.

Village of Anmaruchia | TOWN | MAP P285

No.101 Heading to Pascal's Room

(Event Data)

- C145 "An Unnatural Story" P285
  Trigger condition: Approach the save point in front of the inn
- 146 "The Fountain of the Perori World" P285
  Trigger condition: Discover the chocolate fountain
- T62 "Shot Cube" P285
  Trigger condition: Play with the Shot Cube
- 148 "Please Choose Your Preference" P285
  Trigger condition: Discover the robot pet
- C147 "That already moves me to tears." P285
  Trigger condition: After dropping by Pascal's room, approach the save point

When you arrive at Ammarchia Village, first check the inn for chat 145, "A Strange Story." Also stop by the shop and, if you have enough gald, consider renewing your equipment. If you go to Pascal's room, she will notice that all research records related to the luminescent stone are gone. Next, go to the chief's chamber to learn who is collaborating on the large luminescent stone experiments using Pascal's research.

Check! Get a staff from the Shottky Cube

On the way to the inn, if you speak to the connoisseur, you can play Shot Cube (→P450). Shot Cube has five difficulty levels: Practice problem, Difficulty 1, Difficulty 2, Difficulty 3, and Final problem. You can obtain Pascal's weapon each time you clear one of the difficulty levels. When you first visit the village of Ammaruchia, you can play up to Difficulty 2, but after clearing the Lambda Cocoon, Difficulty 3 and the Final problem are added, so come back later.

Made with small compon... Village durability and str... ...th are superbly balanced. If you clear Difficulty 2, you can buy the "Pla... You can obtain the "tinum Staf...

No.102 Listening to the Chief

(Event Data)

- T45 "A Certain Memory" P285
  Trigger condition: After meeting the village chief, talk to the young man standing a

When you go to the chief's chamber, you can hear talk from Poisson, the next-term chief candidate. According to her, the person assisting the Fendel government with the large radiance stone experiments is Pascal's sister, Fourier. You will learn the location of the large radiance stone from Fourier and then head to the Sneek Laboratory where Fourier is, in order to find the large radiance stone before Richard does.

In the chief's chamber, "Mamushisou Seeds" are lying on the floor, so be careful n...

Mount Zavêt | FIELD | MAP P282

No.103: Head to the Sneek Laboratory

(Event Data)

- C149 "That's an Otome's Privilege" P282
  Trigger condition: Approach the save point located mid-mountain

To reach the Sneak Laboratory, proceed south at the fork located at the foot of Mount Zavet. If you only need to get to the fork at the foot, the quickest way is to take the turtle cart just outside the village of Ammaruchia and go to Zavet West Gate. However, if you want to see Chat 149 "That's an Otome's Privilege" at the mid-mountain of Mount Zavet, descend on foot.

To reach the save point mid-mountain, the shortcut is to descend on foot from the su...

Sneak Laboratory

DUNGEON MAP P286

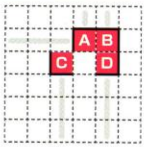
No.104 Reactivate the power circuit and go to the lower level

(Event Data)

- C150 "I'll Kill You" P286
  Trigger condition: Enter the Sneak Laboratory and proceed a short distance
- C151 "Completed? Incomplete?" P286
  Trigger condition: Discover the Elemental Replenishment Device
- C152 "The Celestial Realm" P287
  Trigger condition: Discover the Hand of Desecration

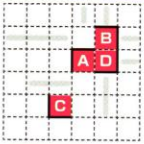
Sneak Institute is a six-level dungeon that extends from the 1st floor down to Basement 5. Using the same method as the hidden passage in Baronia Castle, move the red blocks to complete the energy circuit, then examine the plate switch to proceed to the next level. Follow the steps below to advance to Basement 5, defeat Veles, and talk to Fourier.

▼ Example Procedure to Restore the Circuit



1 Push C one square to the right

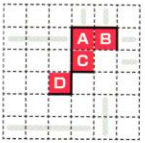
▼ Example Procedure to Restore Circuit 2



Move A up by 1 square

Move 2 C one square to the right and two squares up

▼ Example procedure to reactivate Circuit 3

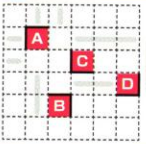


1 Move C three spaces to the left

Move 2D one space up and two spaces to the right

Move 3C three spaces to the right

▼ Example procedure to reactivate Circuit 4



Move 1B three spaces up

Push 2D one space down and three spaces to the

Move 3C two squares to the left

Move 4 D two squares up

BOSS Veles

First, use a side step to move to Veles's flank or rear, then pin him down with a fast A attack. Veles will summon two Pillar Bees and two Iglass Spiders each time his HP drops by a certain amount. When these enemies appear, Asbel should prioritize defeating them using "Collapse Thunder Kill," which has a wide attack range and can hit their weak points. If left unchecked, they will expose the back row to attacks and make it harder to receive support. Once only Veles remains, finish him off again with an A attack from a side step.

▼ Post Data

Veles P481

No.024 Lv 46 HP 48693

Species Squid Weaknesses

Iglars Spider P480

No.014 Lv 35 HP 3402

Race Amorphous Weaknesses

Pillar Bee P497

No.183 Lv 35 HP 2835

Race Insect Weakness Country

No.105 Ask Fourier for the name of the person in charge

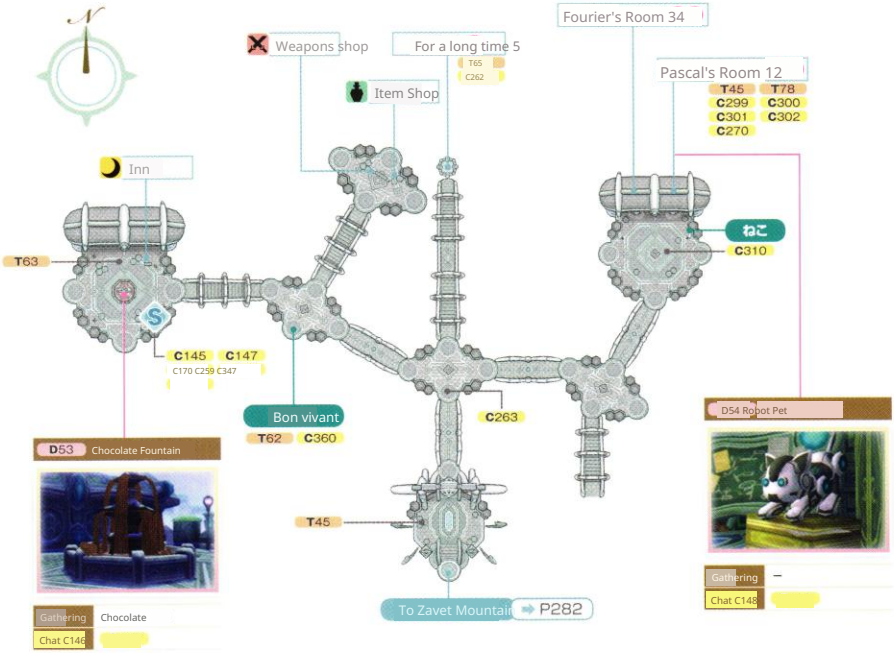
(Event Data)

- C153 "I will not tolerate meaningless things" P287
  Trigger condition: approach the elevator with direct access to the 1st floor

Pascale demonstrates in front of Fourier to prove the danger posed by the fire gem. In addition, Asbel explains that the other two great brilliant stones have already been drained of power and that Fendel's great brilliant stone is also in danger. Fourier then tells them that the person responsible for the experiment is a military engineering officer named Kurt Bright, and that the Ministry of Technology is located in the imperial capital. Next, use the elevator "key" obtained from Veres to activate the direct elevator, return to the laboratory's 1st floor, and head to Zavert.

Operate the switch in Fourier's research laboratory to obtain the treasu

Map Ammalchia Village



Obtained Items

Magic Card No.38	Investigate Treasure Chest
Milk ×3	Investigation Desk
Mining Grimoire	Investigation Treasure Chest※
Drill	Investigation Desk
Mamushisou seed	Investigate: Light Spot

※Password "Gauss"

Request Da

Trigger Conditions	Requested Item	SP Gained	Reward
–	Igniter ×1	190	Seal Check ×1
–	Sturdy Bone ×3	400	Chamomile ×1
–	Stew ×1	640	1280 Gald
–	Poison × 1	900	Mandarin Orange Scarf ×1
–	Moon Anklet ×1	1190	Mysterious Invitation ×1
–	Beef Stew ×1	1500	3000 Gald
–	Earrings ×1	1840	Moon Anklet ×1
–	Core Fragment ×2	2200	4,400 Gald
–	Seafood Stew ×1	2590	Magic Card No. 87
–	Frenzy Rod ×1 ※1	3000	Platinum Glasses ×1
–	10 Rotten Swords	3900	7,800 Gald
–	Rainbow Lens ×1	4,900	9,800 Gald
–	Heaven-and-Earth Ore ×1	5000	Red Chamomile ×1
–	Black Ring ×1	7,200	14,400 Gald
–	White Ring ×1	8,500	17,000 Gald
–	Midi blouse ×12	9900	Shindai/Wrath-era or Divine-era Tin Staff ×1
No.101 and beyond	Emperor's Claw ×3	2200	Platinum Blade ×1
After T45 occurrence	Experimental sample ×1	3000	Holy Water Grimoire ×1
From No. 121 onward	Sword Seal ×1	3900	7800 Gald
No.152 and later	Kartz's Pendant ×1	4,900	9,800 Gald
The above completed	Jeted Flange ×1※3	16500	33,000 Gald

※1 Nature: Wild ※2 Nature: Old-fashioned ※3 Nature: Dangerous

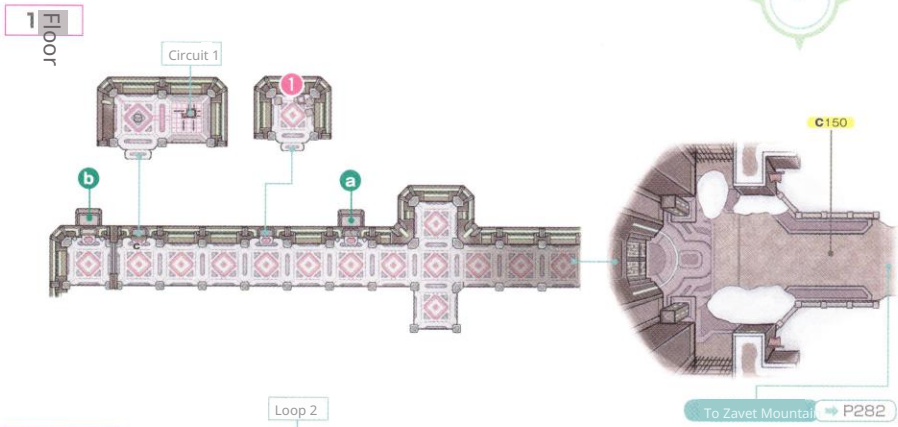
Shop Data

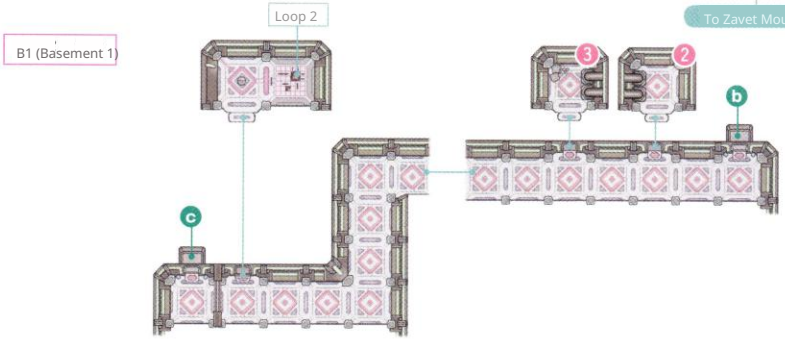
Inn	
Accommodation Fee	100
Item Shop	
Apple Gummy	100
Peach Gummy	500
Grape Gummies	2500
Panacea Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250
Equipment Slot:	
Platinum List※1	6530
Platinum Blade※1	7340
Platinum Staff※1	8220
Battle Sword ※	6005
Platinum Staff※1	4700
Battle Edge ※1	5380
Warlock Cloak ※1	6020
Platinum Ware ※1	7840
Ephinea Heart ※2	170000

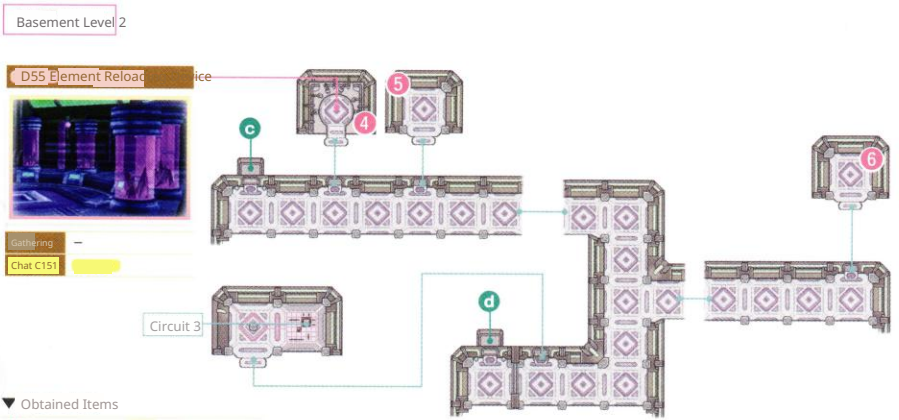
Fodlan Memory ×2	160000
Star Anklet	4990
Gold Frame	5270
Platinum Frame	9220
Blue Scarf	2640
Orange Scarf	4620
Preferred Customer Item	
Magic Card No.49	765
Shark Bottle	1000
Arcana Bottle	1000
Chamomile	4500
Elixir	1000
Rare List	22120
All Divide	7000
Red Chamomile	9000
Hourglass	9000
Iron Wristguard ※3	1050

※1 Cannot be purchased in the "Lineage to the F
※2 Purchasable only in "Lineage to the Future"
※3 Nature: Konguman-sa

Map: Sneak Research Institute







▼ Obtained Items

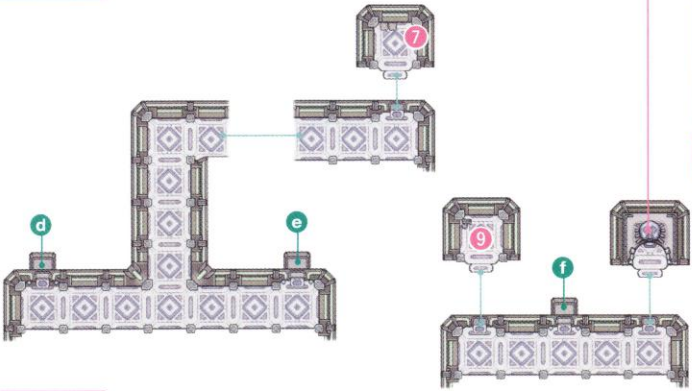
- Gear — Investigate: Treasure Chest
- Grape Gummies ×2 — Investigate Treasure Chest
- Vanashia Bottle ×2 — Investigate: Treasure Chest
- Star Anklet — Investigation Treasure Chest
- All Divide — Investigate Treasure Chest
- Platinum Holder — Investigation Treasure Chest

Basement 3F

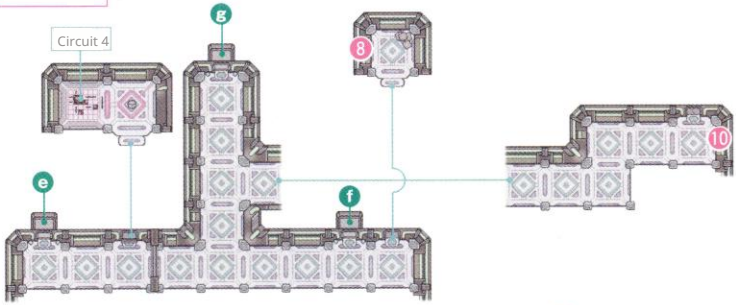
D56 In the Hands of Blasphemy

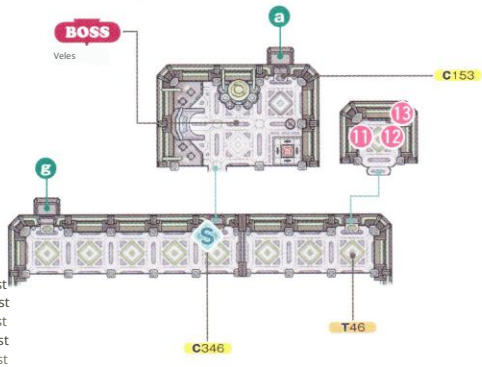
Gathering –

Chat C152



Basement 4F





Basement 5F

▼ Acquired Items

Orange Scarf	Investigate Treasure Chest
Holy Bottle ×2	Investigate: Treasure Chest
525 Energy	Investigate Treasure Chest
Broken Blade	Investigate Treasure Chest
Discovery Grimoire	Investigate Treasure Chest
Choco Banana	Investigate Treasure Chest
Gausu's Seal	Investigation Tar

❄ After Clearing Travel 45

▼ Enemy Data

Pillar Bee
No.183 Insect

Venomous Needle (24%)
Instant-Death Needle (12%)
—

Iglars Spider
No.014 Insect

Courtyard
Fall Pointed Claw (24%)
Emperor's Claw (12%)
—

Primankagia
No.212 Machine

Gear (24%)
—
—

▼ - Fragment

Nature	Type
sharp	Tension
hard	Hit
bold	Refeed
elegant	Evade
stubborn	Vital
sweltering	Attack
grave	Revamp

Chapter 25

"Heir of the Will"

The Ammarcia tribe, which is cooperating with the Fendel government's experiments, was
— Pascal's elder sister Fourier. After hearing from Fourier that the person responsible for
the experiments is Kaits, a technical officer of the Ministry of Technology, the party heads toward the Fendel Government Tower.

Mount Zavēt | FIELD | MAP P282

No.106 Go to Zavett to meet Kaits

(Event Data)

- C154 "Is this really practice?" P282
  Trigger condition: Approach the save point on Zavet's side
- C155 "This won't do..." P282
  Trigger condition: Lose the battle against Sophie that occurs in C154
- C156 "One more time" P282
  Trigger condition: Lose the battle against Sophie that occurs in C154
- C157 "What I Learned" P282
  Trigger condition: Win the battle against Sophie that occurs in C154

The next destination is the Zavet Ministry of Technology where Kurtz is. Descend Zavet Mountain on foot and head to Zavet. By the way, at the save point near Zavet, Chat 154 "Is this really practice?" will occur, in which you fight Sophie. If you defeat Sophie, Chat 155 "This isn't good..." and Chat 156 "One more time" will be considered seen, increasing your chat collection rate. Also, it will be registered at the cat-person village's chat shop, so there is no need to deliberately lose just to see it.

Use a side step to get around to the flank, and deal damage with a fast-starting A attack.

Zavēto | TOWN | MAP P281

No.107 Borrow an entry pass from Felmar

(Event Data)

- T07 "Brother" P281
  Trigger condition: Stay at an inn
- T08 "Malik's Recollection 1" P281
  Trigger condition: Investigate the ☆ mark located between House and House 2
- T09 "Malik's Recollection 2" P281
  Trigger condition: After watching TOB, investigate the ☆ mark inside the inn
- C158 "That timidity, I don't like it" P281
  Trigger condition: Approach the save point inside the inn
- C159 "Should I get off?" P281
  Trigger condition: After entering the Government Tower, approach the save po
- T11 "Pascal's Spring" P281
  Trigger condition: After entering the Government Tower, talk with Fermat

When you return to Zavet, first talk to the woman standing in front of House 2, the soldier in front of the inn, and the soldier between the inn and House 3. After this, if you go to House 2, Pascal's acquaintance Fermer will have returned home; speak with her and you can borrow an "entry pass." After that, head to the Fender Government Tower located northeast of the town.

If you talk to the town resident who is emitting black mist in three places, Fel

Fendel Government | DUNGEON | MAP P291

No.108 Use the linked floors to reach the up

(Event Data)

- C160 "Persuade Kurtz" P291
  Trigger condition: Approach the save point on the 1st floor

Once you infiltrate the Government Tower, first take the maintenance elevator up to the 39th floor. The first obstacle in the Government Tower is a mechanism where all the floors on the same level move in sync. Even if it looks like you cannot proceed, moving the floor in front of you will allow you to advance.

Thanks to Malik's quick thinkir the infiltration,succeeded, and Malik earned the title "Idealistic Youth."

No.109 Cal[illegible]n the guard and get him to let you throu[illegible]

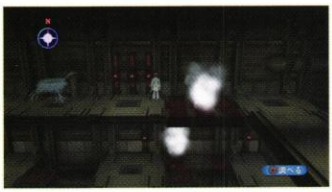
On the 40th floor, fearing the ill-tempered guard, the two couriers are unable to report and are troubled. First, talk to the two couriers, then speak to the guard blocking the way. Two choices will appear at that time, but whichever you choose, the guard will ultimately move aside and allow passage.

No.110 C[illegible]se the valve to stop the steam

(Event Data)

- C375 "See Through Their Response" → P291
  Trigger condition: Approach the elevator to the 42nd floor
- C161 "Men, Honestly..." → P291
  Occurrence condition: Discover the Ice Nest

From the 41st floor upward, hot steam blocks your way. Close a nearby valve to stop the steam jet and proceed forward. If you rush in without stopping the steam, you will not only be unable to pass but will also take damage, so be careful.



To stop the steam beyond the Ice Nest, close the valves other than the center one.

No.111 [illegible]ive gummy to 4 soldiers

(Event Data)

- C162 "What a handful" → P291
  Trigger condition: Discover a treasure mountain
- C163 "The remaining destination is....." → P291
  Trigger condition: Approach the save point on Floor 42

On Floor 42, you can pass if you give the three types of gummies received from the youth to the four soldiers in accordance with their preferences. The relationships between the soldiers and their preferred gummies are as follows. The four soldiers approach in a zigzag pattern to confuse positions, so distinguish the types by their appearance and names.

▼ Soldier-to-gummy correspondence table

Types of soldiers	Good Things Gummy
Soldier	Apple Gummy
Senior Soldier	Peach Gummy
Female Soldier	Grape Gummy
Female Senior Soldier	Apple Gummy

No.112 Def[illegible]at the guards and meet Kurtz

(Event Data)

- T10 "Malik's Recollection 3" → P292
  Trigger condition: After viewing T09 Recollection 2, examine the ☆ mark in Kurtz's [illegible]

Approaching the Fendel soldier at the back of the 42nd floor will trigger a battle with guards such as the Commander . After defeating the guards and entering Kurtz's room on the 43rd floor, talk to all party members and then examine the desk in the center . Kurtz will then appear there, and an exchange between [the party] and Kurtz will begin . When that ends, you will automatically be removed outside the Government Tower.

BOSS Commander, Skirmisher ×2, Digger, Dragoon ×2

Among the enemies, the troublesome ones are the Commanders and Dragoons who have long-range attacks. Here, control Asbel, who has superior mobility, to chase down Dragoons with low HP and repeatedly use "Shoukou-shin" to take them out first. Also, when approaching enemies, use Front Step so you can deflect projectiles.

▼ Boss Data

Commander → P487
No.083 Lv 37 HP 4022
Species Human — Weaknesses

Skirmisher → P489
No.102 Lv 37 HP 4004
Species Human — Weaknesses

Digger → P491
No.129 Lv 36 HP 5010
Race Human — Weaknesses

Dragoon → P493
No.141 Lv 34 HP 3432
Species Human — Weaknesses

Check! The secret of the two elevators

After meeting Kurtz on the 43rd floor of the Government Tower, the main elevator is restored, allowing direct travel between the 39th and 42nd floors. Also, after clearing the Lambda Cocoon, you can use the maintenance elevator to reach Basement 10, and once you reach Basement 12 you can use the main elevator to directly access Basement 10 through Basement 12.

Zavēto | TOWN | MAP P281

No.113 Heading from the east exit toward the c

(Event Data)

C164 "To the Northeastern Drift Ice Zone" P281

Trigger condition: Approach the save point inside the inn

From the conversation with Kurt at the Fendel Government Tower, it is revealed that the site of the Great Gemstone experiment is an iceberg right in front of Zavet. Next, after viewing save point C164 "To the Northeastern Drift Ice Zone" at the inn, head east of Zavet toward the drift ice zone.

Road to the Frozen Sea | FIELD | MAP P293

No.114 Head to the iceberg ruins to the north

On the road to the icy sea, proceed north while collecting items from two treasure chests. However, there are no save points at the next destination, the Fendel Iceberg Ruins. If you are low on recovery items or pot energy, be sure to restock properly here.

Fendel Iceberg Ruins | DUNGEON | MAP P294

No.115 Break the icicle to build a bridge

(Event Data)

C166 "Each Person's Position" P294

Trigger Condition: Discover the rainbow icicle

C165 "Why Are We Going There Again?" P294

Trigger condition: Approach the mid-mountain save point

C376 "A Good Run-Up Is Important" P294

Trigger Condition: Fail to break the large icicle

In this dungeon, you fling an ice boulder down the slope so it forcefully strikes the icicle, breaking the icicle to form a bridge that lets you proceed. However, note that Chat 376 "The Run-Up Is Important" will no longer be seen if you break the large icicle in a single hit. When you see the large icicle in the final puzzle room, first drop the ice boulder from the lower part of the slope so that you deliberately fail to break the large icicle.

To break the giant icicle, release the ice block f and slide down vigorously.

No.116 Stop the Great Crimson Stone Experi

When the party arrives at the experiment site, Kurt stands in their way attempting to stop them. When Kurt is defeated, the Great Gemstone begins to go berserk, but Kurt entrusts the future of Fendel to Malik and Pascal and sacrifices himself to stop the rampage.

BOSS Kurt, Dragoon x2

To exploit the weaknesses of Kurt and the Dragoons, equip party members participating in battle with titles and jewels effective against humans. Once the battle starts, first eliminate the two low-HP Dragoons that have ranged weapons. Using the shock-element weakness-exploiting move "Shokko-shin" (Shock Sovereign Tremor) is recommended. When only Kurt remains, either guard against the enemy's attacks or continue your assault with A-techniques after confirming the enemy is staggered by an ally's attack. If an Erase Break occurs, withdraw immediately to reduce damage from secret arts.

▼ Boss Data

Kurt P484

No.051 Lv 50 HP 34773

Species Human — Weakness

Dragoon P493

No.141 Lv 34 HP 3432

Species Human wea

No.117 Obtain the Key to the Vault of Wisdom

(Event Data)

C168 "I'm at my wit's end" P295

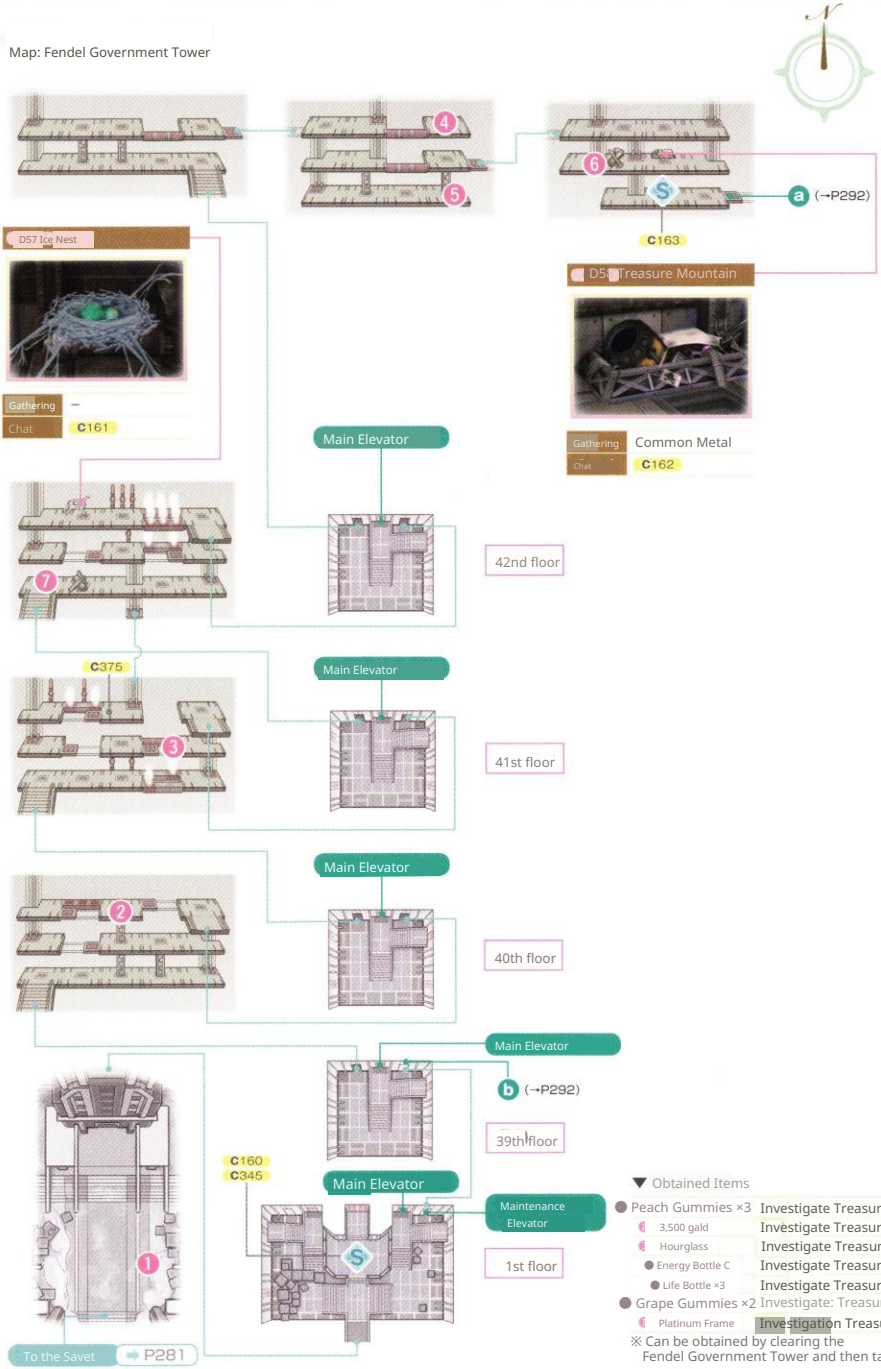
Trigger condition: Discover the Great Crimson Crystal

After defeating Kurtz, talk to all companions around you. Then Richard will appear and steal the power of the Great Radiant Stone. After that, if Poisson gives you the "Key to the Vault of Wisdom", head to the Vault of Wisdom to obtain information about the stellar core Richard is likely to head to next.

After defeating Kurtz, if you examine the fallen Kurtz, you can also obtai

Map Data

Map: Fendel Government Tower

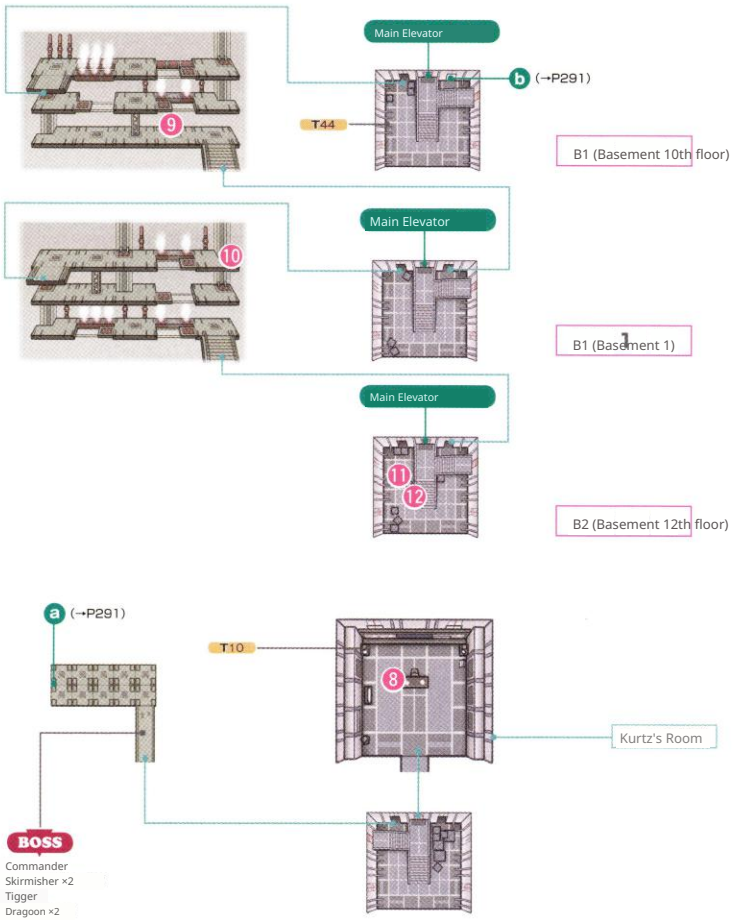


▼ Obtained Items

- Peach Gummies ×3 — Investigate Treasure Chest
  - 3,500 gald — Investigate Treasure Chest
  - Hourglass — Investigate Treasure Chest
  - Energy Bottle C — Investigate Treasure Chest
  - Life Bottle ×3 — Investigate Treasure Chest
- Grape Gummies ×2 — Investigate: Treasure Chest
  - Platinum Frame — Investigation Treasure Chest※

※ Can be obtained by clearing the Fendel Government Tower and then taking the main eleva

Map: Fendel Government Tower



▼ Obtained Items

• Chamomile	Investigate Treasure Chest
555 Energy	Investigation Treasure Chest*
Dangerous liquid	Investigation Treasure Chest
Highly toxic needle	Investigation Treasure Chest
Book of Expansion Vol.1	Investigation Treasure Chest*

* From No.152 onward

▼ Fragment

Attribute	Types
Cool	Holy
Beautiful	Iveid
Elegant	Revenge
Unique	Vital
Cute	Attack
Pretty	Defense
Stiff	Refeed

▼ Enemy Data

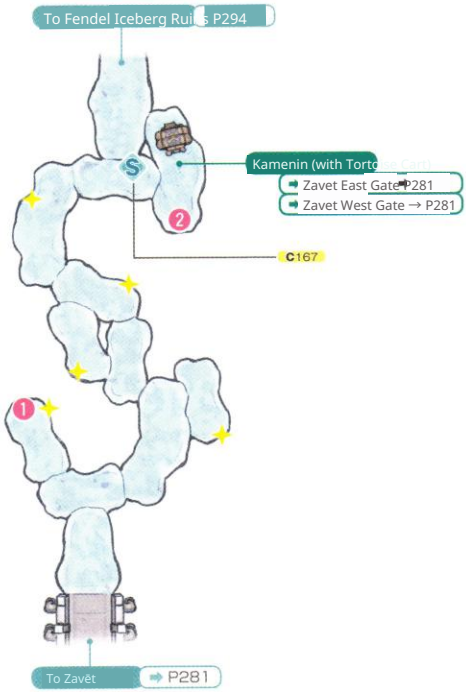
Chure-nē Tank — No.126 — Machine
- Gear (24%)
- Strange Gear (12%)
- —

Dragoon — No.141 — Human
- Rice (24%)
- Drop Crab (12%)
- Crab (30%)

Skirmisher — No.102 — Human
- Peach (24%)
- Fallen pie crust (12%)
- —

Radar Gear — No.273 — Machine
- Gear (24%)
- Strange Gear (12%)
- —

Map: Road to the Frozen Sea



▼ Items obtained from the light pillars

1–2048 gald
Grapes
Gummy Fruit
Holy Wood's Golden Branch
Beautiful Feather
Magic Card No.17
Trash
Chamomile

▼ Fragment Data

Attributes	Types
Rough	Rescue
Coarse	Vital
Elegant	Freeze
Old-fashioned	Attack
Stubborn	Defense
Oppressively Hot	Blind
Ominous	Rise

▼ Obtained Items

Forged Crystal	Investigate Treasure Chest
2381 Gald	Investigate Treasure Chest

▼ Enemy Data

Leaver
No.281 Human

—
—
Steak (15%)

Butcher
No.201 Human

Daikon (24%)
Egg (12%)
—

Farrier
No.186 Human

Fall Grapes (24%)
White wine (12%)
—

Bocha
No.234 Human

Pumpkin (24%)
—
Pudding (15%)

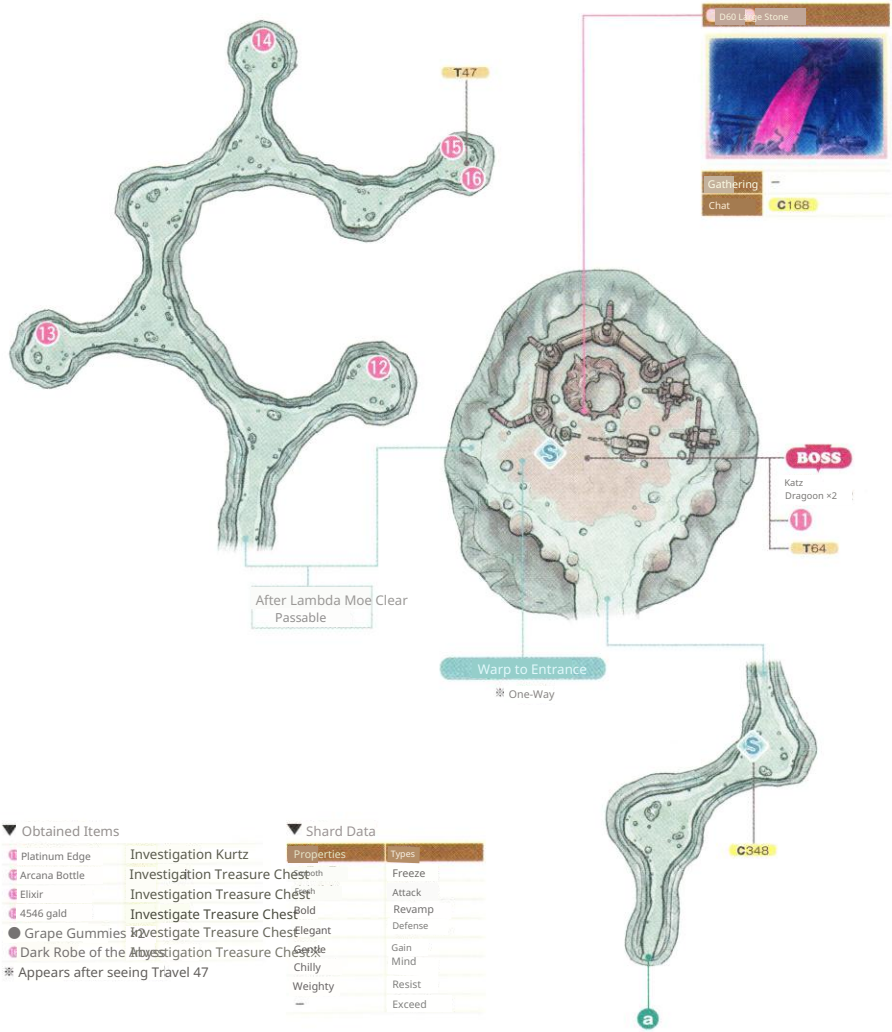
Michieri Dragon
No.256 Electric Tribe

Dropped Hard Scale (24%)
Dragon Scale (12%)
Tuna (15%)

Map Fendel Glacier Ruins

▼ Obtained Items

Grape Gummies ×2	Investigate treasure chest
Liqueur Bottle ×2	Examine treasure chest
Magical Perfume	Investigate: Treasure Chest
Quite a Bone	Investigate Treasure Chest
Elemental Ribbon	Investigation Treasure Chest
Whirlpool Shell	Investigate Treasure Chest
Tome of Valor	Investigate Treasure Chest
Mastery C	Investigate Treasure Chest
Vanasy Bottle ×3	Investigation Treasure Chest
585 Energy	Investigate Treasure Chest



▼ Obtained Items

Platinum Edge	Investigation Kurtz
Arcana Bottle	Investigation Treasure Chest
Elixir	Investigation Treasure Chest
4546 gald	Investigate Treasure Chest
● Grape Gummies ×2	Investigate Treasure Chest
Dark Robe of the Abyss	Investigation Treasure Chest ❊

❊ Appears after seeing Travel 47

▼ Shard Data

Properties	Types
Smooth	Freeze
Rough	Attack
Bold	Revamp
Elegant	Defense
Gentle	Gain
Chilly	Mind
Weighty	Resist
—	Exceed

▼ Enemy Data

Chure-nē Tank — No.126 Machine
- Gear (24%)
- Strange Gear (12%)
- —

Primankagia — No.212 Machine
- Gear (24%)
- —
- —

Radar Gear — No.273 Machine
- Gear (24%)
- Strange Gear (12%)
- —

Ryoto Elemental — No.293Q Spirit Entity
- Upper Stone Material (24%)
- —
- Core Fragment (15%)

Zaryashade — No.091 Spiritual Entity
- Core Fragment (24%)
- —
- —

Marmant Ghost — No.242 Spirit
- Core Fragment (24%)
- Clear Core (12%)
- Cod (15%)

Chapter 26

"Core of the Star"

They succeeded in stopping the experiment at the cost of Kurt's life, but Fendel's great shining stone's power was also taken by Richard. Determined to stop Richard once and for all, Asbel and his companions head to the Repository of Wisdom seeking information about the Core of the Star.

Village of Anmaruchia TOWN MAP P285

No.118 Use the key to enter the Repository of W

(Event Data)

- C167 "To the Repository of Wisdom!" P293
  Trigger condition: Approach the save point on the path to the Frozen Sea
- C169 "You Lose by Looking Back" P281
  Trigger condition: Approach the save point inside the Zavet Inn
- C170 "Connected Points and Lines" P285
  Trigger condition: Approach the save point in the Unmarchia Village

The place where the Storehouse of Wisdom is located is the longhouse in the village of Anmarchia. Returning to Anmarchia Village from the Sea of Ice is fastest by transferring between turtle wagons, but be careful not to miss Chat 169 "You Lose By Looking Back" that appears in Zavet. Investigating the Storehouse of Wisdom, Pascal discovers that there is an entrance to a vertical shaft on a lonely island near the Colosseum that leads to the Star Core.

Hearing the words "Lambda" and "Fodra" brought back memories to Sophie, which were about to resurface.

Zavet Port TOWN MAP P280

No.119 Setting Sail for the Isolated Island at the Center of the World

(Event Data)

- C171 "World of Death" P282
  Trigger condition: Approach the save point located on the mid-slope of Mount Zavet.
- C172 "Who Made the Great Stone?" P281
  Trigger condition: Approach the save point inside the Inn in Zavet.

The ship to the isolated island at the center of the world departs from Zavet Port. After seeing Chat 171 "World of Death" on the mid-slope of Mount Zavet, return to the summit, ride the tortoise cart, and go to Zavet. In Zavet, Chat 172 "Who Made the Great Radiant Stone?" will occur at the inn, so don't miss it.

Isle at the Center of the Wo DUNGEON MAP P297

No.120 Defeat Richard

(Event Data)

- C173 "Explore the Island" P297
  Trigger condition: Approach a save point

When you arrive at the isolated island at the center of the world, Asbel and Sophie first earn the titles "Determined Youth" and "Confused Girl," respectively. After proceeding past the save point you will have a battle with Richard, so check Chat 173 "Exploring the Island" beforehand. When you defeat Richard, Sophie—who had tried to free him from his suffering by reenacting the Vow of Friendship—gets struck by a surprise attack. As tentacles extending from Richard's body spread across the entire island, you carry the unconscious Sophie and evacuate the island.

BOSS Richard

Richard is hard to stagger and has attacks that also cover a wide area. Because it is difficult to keep suppressing him with melee attacks, a tactic that is effective is to have Asbel or Sophie draw the enemies' attention while Hubert or Malik perform long-range attacks. Hubert should use only "Scarlet" and "Flare Bullet", while Malik should use "Cluster Raid" or "Siphon Ta

Set it so that only "angle" is used. If an Elesb reak occurs, immediately move away from Richard and use gummies on the character whose HP has decreased.\

Asbel uses "Evil Spirit Flash" to break the Violent Star barrier while aiming

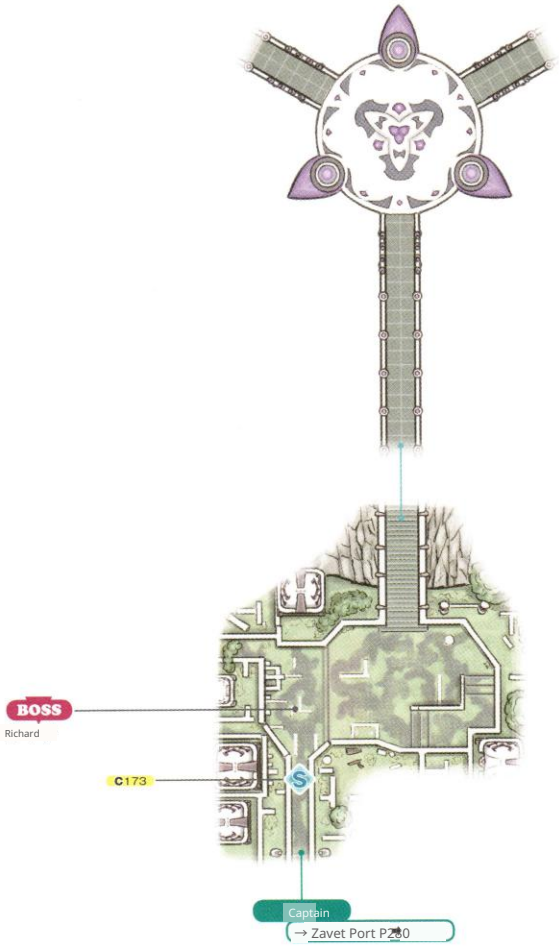
▼ Post Data

Richard (B) P507

No.284 Lv 51 HP 70480

Species Violent Star

Map: The Isolated Island at the Center of the World



Chapter 27

"For Sophie"

Sophie, wounded in the battle with Richard, could no longer be healed by magic or medicine. Relying on the word "Protosheis" that Richard uttered during the fight, the party sets out to find a cure for Sophie.

Zavēto TOWN MAP P281

No.121 Rest Sophie at the inn

(Event Data)

☐ C174 "Things More Important Than Facts or Reality" P281

Trigger condition: After resting Sophie, approach the save point inside the inn

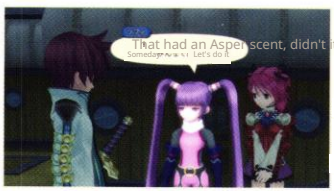
When you return to Zavet, Sophie will be unable to participate in battles for a while. First, let Sophie rest at the inn. Then it becomes clear from what you learned in the Warehouse of Wisdom that traveling to a land called Fodra might be able to cure Sophie. After hearing from the leader of the Anmultia tribe that information about Fodra was left with Sable Izole, entrust Sophie's care to Poisson and head for the port where a special voyage to Strata departs.

From Richard's words, Pascal points out the possibility that Sophie may not be human.

Zavet Port TOWN MAP P280

No.122 Set sail for Orleille

When you go to the front of the ship, Sophie, who can no longer bear being the only one asleep, joins as a companion. At this time, you obtain "A Letter from the President" and a "Pigeon-shaped Communicator" from Poisson, and Malik earns the title "Dream Instructor." The next destination is an old storehouse said to have been left when the Anmaltia tribe departed Sable Izore. Board the temporary vessel docked at the port and set sail for Or-Reille, the gateway to Strata.



Smelling the scent of the tide, Sophie remembered that seven years ago she had boarded a ship with Asbel.

Check [Efficiently generate items at Erespott]

When you set consumable items or materials in the Erespot, an appearance check is performed each time you move for one minute, and that item will appear with a certain probability. It's important to note here that the time until the appearance check is performed is not reset even if you reload the data. Therefore, if you save just before the appearance check from the Erespot and repeat loading until the desired item appears, you can efficiently generate low-probability items. This method is useful when collecting rare items like those in the table below. By the way, the elapsed time until the item appearance check progresses the same whether you are running or walking, but it does not progress if you keep running toward a wall. Also, since the item appearance checks are performed in order from the upper slot, if there are multiple items you want to generate, you should place the items with higher appearance rates in the lower slots. In particular, if you set an item with a 99.9% appearance rate, you must put it in the bottom slot, otherwise the items placed below it will hardly ever appear.

Using the "Doubling Magic Book" and the "Lucky Grimoire" together increas

▼ Examples of items suitable for generation at Erespot

Items	Drop rate	Use
Clay	22.2%	
Rotten Sword	6.1%	Gald farming using Dream Flange (→P311)
Noble Crystal	1.6%	
Sage	3.3%	
Lavender	3.3%	
Verbena	3.3%	
Rosemary	3.3%	Character enhancement
Saffron	3.3%	
Chamomile	3.3%	
Savory	3.3%	
Alldivade	0.7%	
Hourglass	0.6%	Defeat of a formidable enemy
Arcana Paste	0.6%	

Chapter 28

"The Lost Repository"

The Wisdom Repository is a collection of knowledge of the Anmarchia tribe. However, the Wisdom Repository did not contain all knowledge. In search of a way to help Sophie, they head to another repository sealed by the Anmarchia tribe.

Or-Reilleu TOWN MAP P253

No.123 Head to Seible Isola

(Event Data)

- T27 "Asbel's Hobby" P253
  Trigger condition: Talk to the crew member with a face icon who is at the harbor
- C175 "About Seible Isola" P253
  Trigger condition: Approach a save point
- C176 "Worried Instructor, Getting a Little Angry?" P254
  Trigger condition: Approach the save point on the west side of the Strata Rocky Desert

After the event with the Strata soldiers at the port ends, Sheria receives the title "Secretive Woman". Next, give the president the "Letter from the President" to obtain information about Fodra, and head to Sable Isolé. At this time, when in the Strata Rocky Desert, it's best to travel on foot so you don't miss Chat 176 "Worried Instructor, Getting a Little Angry?"

Sable Isoleru TOWN MAP P256

No.124 Obtain information about Fodra at the Rese

(Event Data)

- C177 "An Unforeseen Accident" P256
  Trigger condition: Approach a save point
- C178 "Blushing at Recollection Is a Sign of Youth" P256
  Trigger condition: Approach the save point after obtaining information

After explaining the situation to the president in front of the research facility and handing over the "letter" from the Supreme Leader, you will be granted permission to enter the facility's underground. Go down to the research facility's basement right away and gather information about Fodra. You will learn that a shuttle is required to go to Fodra, and that at the moment of the shuttle's launch it is necessary to use a heat beam to create a hole in the sky sea.

After learning that the shuttle is hidden in a seaside cave, the party heads toward Rant.

Or-Reilleu TOWN MAP P253

No.125 Head to Rant via Fendel

(Event Data)

- C179 "Hope in the Upturned Sky" P275
  Trigger condition: Approach the save point at the port south of Belanik

When you go to the Orleuil port, a report from the Strata soldiers reveals that monsters emerging from the isolated island are attacking ships. When you're ready to depart, speak to the president and cross to the port south of Belanik. From there enter the Fender border area, proceed east, and head toward Rant.

Border Fortress TOWN MAP P300

No.126 From Fender Territory to Rant Territory

(Event Data)

- T39 "Receive a Shovel" P278
  Trigger condition: Talk to Buccos in the Fendel Mountain Tunnel

When you advance to about the middle of the border fortress, you can see the Rant soldiers surprised at Asbel and the others suddenly appearing even though they had heard they had gone to Strata. After this event, proceed to the North Rant Road and enter Rant territory.

Seaside Cave DUNGEON MAP P223

No.127 Discover the hidden room's shuttle

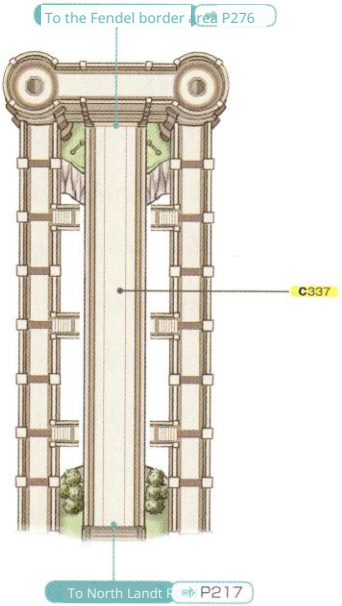
(Event Data)

- C180 "The Weight of Being" P223
  Trigger condition: Approach the save point near the seaweed
- C181 "The Front Gate's Big Gate" P223
  Trigger condition: After discovering the shuttle, approach the save point near the

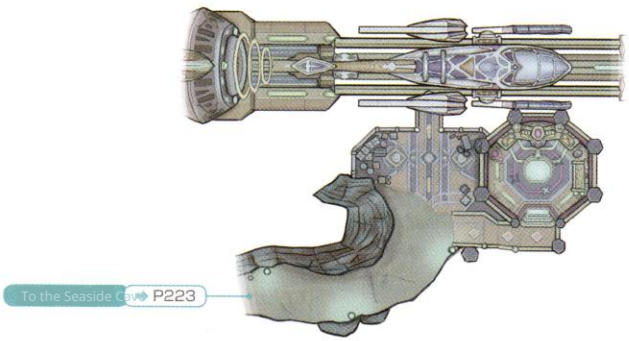
Discovery: Upon finding the shuttle hidden near "Toxic Seaweed," Pascal begins shuttle maintenance and remote control of the heat-ray firing system. However, it turns out that the Fendel-side facility cannot be controlled. As they head toward that location, the room

Upon exiting here, a demon that emerged from the cocoon flies off toward Rant. First, head to Rant to defeat the enemies in front of you.

Map 国境砦



Map: Seaside Cave (Shuttle Hangar)



Chapter 29

"United in Thought"

Monsters that emerged from cocoons attack Rant. Asbel and the others head to Rant to defend the town, but they are forced to struggle against monsters far stronger than before. At that moment, a mysterious power wells up from the injured Sophie.

Rant | TOWN | MAP P215

No.128 Let Sophie rest in her room

(Event Data)

C182 "The Ideal Still Far Away" P216

Trigger condition: After letting Sophie rest, approach the save point inside

Upon arriving in Lant, an event occurs in which Sophie annihilates the monsters. To let Sophie—who has exhausted her strength—rest, first head to the bed in her room. After that, go to the study to listen to Barry. Once that is finished, watch the event in front of the painting and then return to her room.

No.129 Take the special train to Beranik

(Event Data)

T12 "Thoughts for My Father" P216

Trigger condition: Speak with Kelly on the second floor of the lord's manor

C385 "It's a Favorite" P215

Trigger condition: After receiving a favorite dish from Kelly, go to the bridge

C183 "If You Think Logically" P278

Trigger condition: Approach the save point in the Fendel Mountain Tunnel

When heading to the heat-beam firing facility in Fendel, obtain the titles "Curry", "Omurice", and "Yakitori Bowl" in the lord's manor garden, as well as Hubert's title "Bittersweet". Next, you will take the temporary turtle cart prepared in front of the garden to Belanic, but before that, check Chat 385 "Favorite Food" and Travel 12 "Thoughts for Father". In particular, "Favorite Food" has a short availability window and occurs on the bridge beyond the temporary turtle cart, so it is easy to miss. Also, in the Fendel Mountain Tunnel, Chat 183 "If You Think Logically" occurs in a position that is easy to overlook, so be careful.

If you proceed right at the split in the Fendel Mountain Tunnel, you will arrive at the heat-ray firing facility.

Uncharted Snow Road | FIELD | MAP P303

No.130 Head to the ruins sealed in snow

(Event Data)

C184 "Women Are Strong" P303

Trigger condition: Approach the save point in front of the snow-sealed ruins

C185 "Exploring Other Possibilities" P303

Trigger condition: Discover an Ice-Submerged Flower

The next destination, the snow-bound ruins, lie halfway up an untraversed snowy path. However, inside them are discoveries such as the "Ice-Submerged Flower" and numerous treasure chests, so you should explore every corner before entering the ruins. Also, enemies here grant a lot of experience and SP, so actively fight the foes along the way to train your party.

Operate Asbel and use "Demon King Flame Wave" to efficiently defeat enemies.

Ruins Sealed by Snow | DUNGEON | MAP P304

No.131 Restore the power

(Event Data)

C186 "Vascal's Counterattack" P304

Trigger condition: Enter the snowbound ruins

C187 "Where did you hear that?" P304

Trigger condition: Discover a longing for home

C188 "What is your purpose?" P305

Trigger condition: Discover the graveyard of decayed machines

C189 "Shall we do it!" P305

Trigger condition: Approach the save point at the deepest area

Once you enter the ruins, first check Chat 186 "Counterattack of Pas "Kar" and then enter the room in front of you. If you operate the device in the center of t the power to operate the mechanisms inside the ruins will be restored, preparing you to The power will be restored, and preparations to advance will be completed.

No.132 Manipulate the direction of the electric

Inside the ruins there are arrow-shaped switches that rotate 90 degrees to the right each time you examine them. Use the arrow-shaped switches to direct the current toward the doors and open them. The two doors before the deepest area can be opened by merging the two currents split by a distributor.

Investigating this distributor located midway up the ruins reveals that it can split the electric current to the left and right.

No.133 Modify the heat-ray firing device

When you defeat Polycarpos in the deepest part of the ruins, Pascal's repairs will modify the heat ray control device so it can be remotely operated from the device in the seaside cave. After this, warp back to the entrance and head to the shuttle.

BOSS Polycarpos

It is not wise to confront Polycarpos directly, as it has high evasion and stagger resistance. Use Step and Asbel's "Wind Fang Fatal Bite" to move to the enemy's flanks or rear, and use "Collapsing Thunder Kill" to aim to inflict paralysis while supporting the rear guard.

▼ Boss Data

Polycarpos → P502

No.236 | Lv 55 | HP 44444

Species: Machine points

Uncharted Snow Road | FIELD | MAP → P303

No.134 Rescue the Deformed Monsters

(Event Data)

☐ C190 "Light Power Is Effective" → P303

Trigger condition: Approach a save point

When you exit the ruins, deformed monsters that emerged from cocoons will attack. After repelling them, view Chat 190 "Light Power Is Effective" at the nearby save point, then take the turtle carriage bound for North Lant Road to head to the shuttle.

BOSS ???(B)×3

They frequently use the HP-absorbing spell "Leap Will," so close in for melee combat to stop it. There are three enemies, but you can efficiently defeat them with wide-area spells/skills that hit multiple weaknesses, such as "Collapsing Thunder Kill," "Demon King Flame Wave," or "Flash Ti "a".

▼ Boss Data

???(B) → P509

No.305 | Lv 42 | HP 7425

Species: Yoma Weaknesses:

Seaside Cave | DUNGEON | MAP → P223

No. 135 Defeat the monsters and depart for Fodla

(Event Data)

☐ C191 "Let's return to the hidden room" → P223

Trigger condition: Approach the save point

When you go to the shuttle, Pascal will begin preparations for launch. While waiting, an event occurs in which Asbel and Sheena move alone near the Discovery "Home of the Light Spirit Insect" and vow to go to Fodla to fix Sophie and return. After the event, go back to the shuttle, and monsters will appear in the cave's plaza—defeat them. Then Barry, leading the Lant army, and Fourie, who commands countless Veres, will rush to assist, and the shuttle will successfully launch to Fodla.

BOSS ??? (B) ×2, ??? (C) ×3

The weaknesses of both groups are largely the same as the monsters fought in front of the snow-sealed ruins. You can use the same characters and skill/tech settings as before. When the battle starts, first target the two ??? (B) that spam spells from the back; close the distance quickly with Front Step and "Wind Fang Absolute Bite," then follow up with "Thunder" or "Demon King's Flame Wave."

▼ Boss Data

???(B) → P509

No.305 | Lv 42 | HP 7425

Species: Yoma Weaknesses:

???(C) → P509

No.306 | Lv 44 | HP 6830

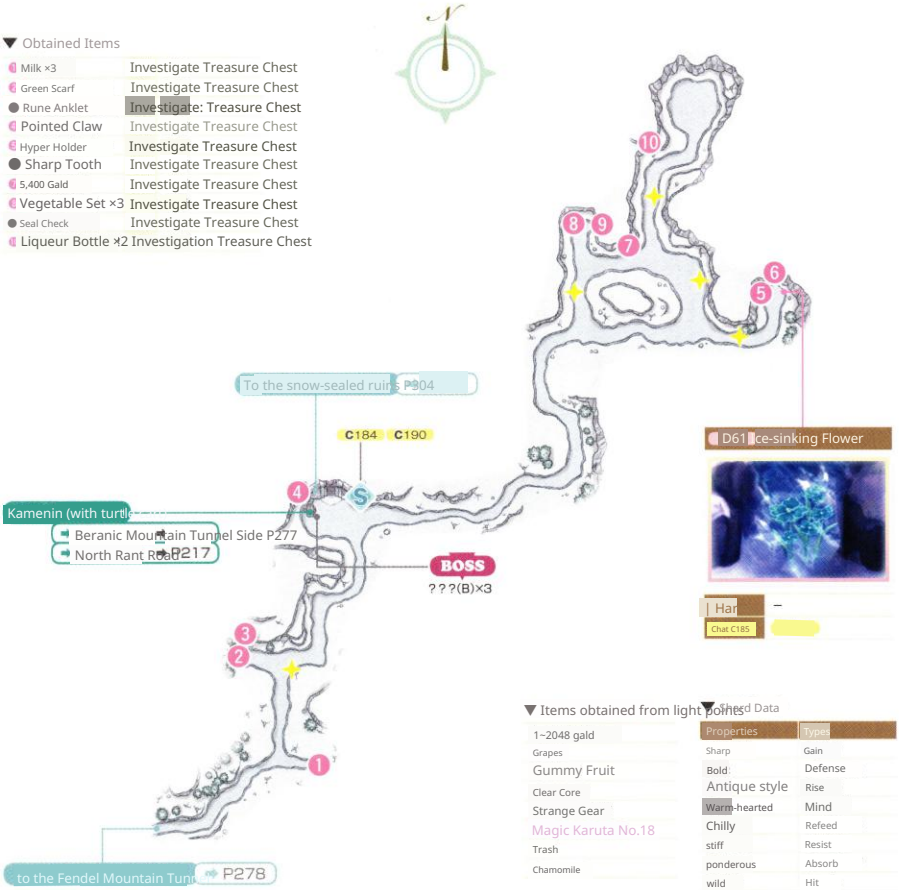
Species: Demon Points

Map Data

Map Unexplored Snow Path

▼ Obtained Items

Milk ×3	Investigate Treasure Chest
Green Scarf	Investigate Treasure Chest
Rune Anklet	Investigate Treasure Chest
Pointed Claw	Investigate Treasure Chest
Hyper Holder	Investigate Treasure Chest
Sharp Tooth	Investigate Treasure Chest
5,400 Gald	Investigate Treasure Chest
Vegetable Set ×3	Investigate Treasure Chest
Seal Check	Investigate Treasure Chest
Liqueur Bottle ×2	Investigation Treasure Chest



▼ Items obtained from light points

1~2048 gald
Grapes
Gummy Fruit
Clear Core
Strange Gear
Magic Karuta No.18
Trash
Chamomile

▼ Linked Data

Properties	Types
Sharp	Gain
Bold	Defense
Antique style	Rise
Warm-hearted	Mind
Chilly	Refeed
stiff	Resist
ponderous	Absorb
wild	Hit

▼ Enemy Data

Gurātowurufu (Gratwolf) No.066 Mo
- High-quality fur (24%)
- Top-grade fur (12%)
- Crab (12%)

Plateau Goblin No.204 Dedication
- Broken Blade (24%)
- Gummy Fruit (12%)
- Peach (15%)

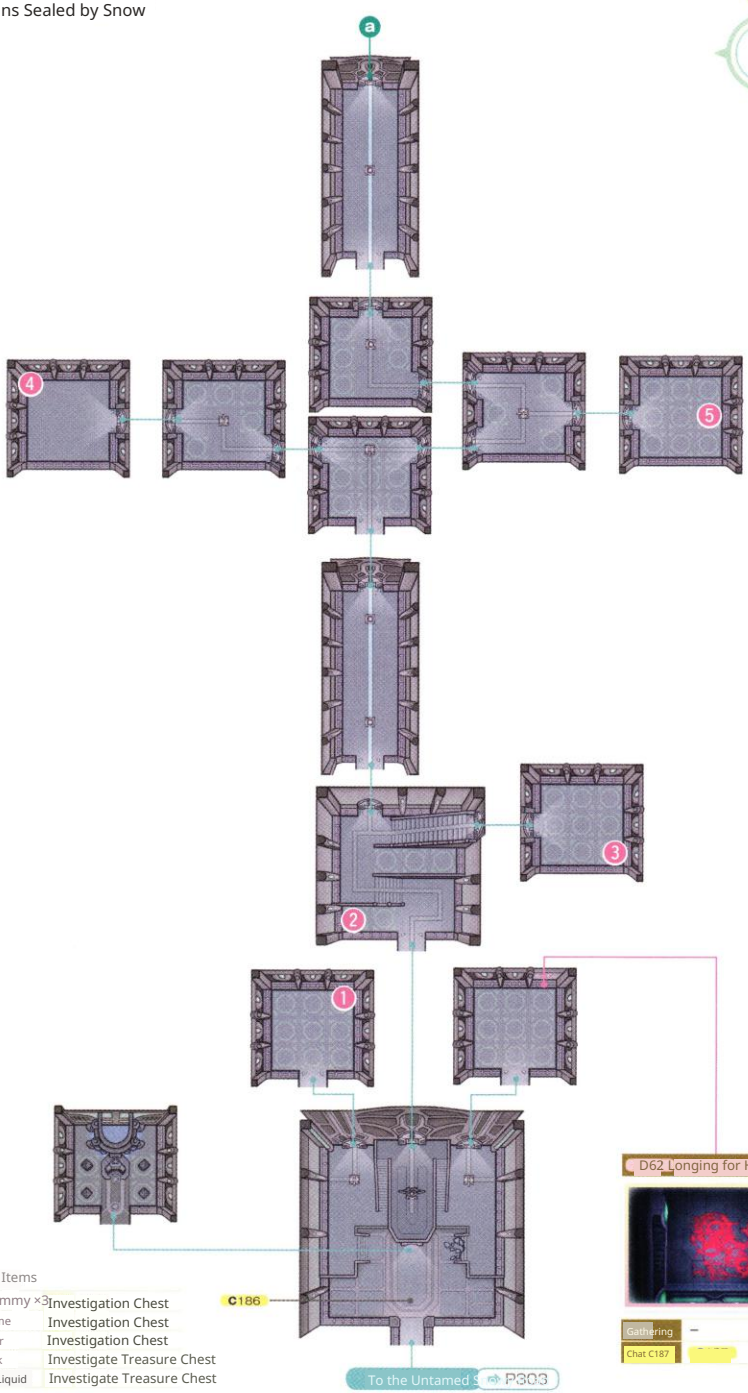
Goblin Karori No.082 獣
- Broken Blade (24%)
- Momo (12%)
- Liqueur Bottle (15%)

Bear Saldard No.222 Dedication
- Pretty Good Bone (24%)
- Fine Fur (12%)
- Salmon (12%)

Bear Camandale No.221 獣
- Pretty Good Bone (24%)
- Amazing Bone (12%)
- Salmon (12%)

Lidonik Clubtor No.288 Reptile
- Pointed Claw (24%)
- Emperor's Claw Drop (12%)
- Pork (12%)

Map: Ruins Sealed by Snow



▼ Obtained Items

Grape Gummy ×3	Investigation Chest
Sexy Perfume	Investigation Chest
Mithril Wear	Investigation Chest
Curse Check	Investigate Treasure Chest
Dangerous Liquid	Investigate Treasure Chest

D63 Graveyard of Ruined Machines

Gathering Rare Metal
Chat C188

▼ Shard Data

Natu	Types
Smooth	Absorb
Elegant	Mind
Superior	Exceed
Stubborn	Resist
Suffocatingly hot	Revenge
Prickly	Hit
Ominous	Bless
Mysterious	Evade

▼ Obtained Items

Goggles	Investigate Treasure Chest
660 Energy	調査 Treasure Chest
Earthen Spirit Vessel	Investigate Treasure Chest
Grimoire of Growth	Investigate Treasure Chest
Magical Ribbon	Investigate Treasure Chest

▼ Enemy Data

Seanie Slime
No.092 Amorphous
Dangerous liquid (24%)
Drop Dangerous Liquid (12%)
Crab (12%)

Maritza Golem
No.244 Inorganic substance
Upper Stone Material (24%)
—
Gear (12%)

Balif Harpy
No.168
Dedication
Clean Feather (24%)
Beautiful feather (12%)
Chocolate (12%)

Subfeel Weapon
No.090 Inorganic substance
Strange Gear (12%)
—
Gear (12%)

Chapter 30

"Alien Fodra"

Asbel and the others, with the cooperation of Windol, Strata, Fendel, Poisson, and Fourier, reached Fodora, Sophie's homeland. There they witnessed a devastated land and a city suspended in the air.

Shuttle TOWN MAP P307

No.136 Leaving the Shuttle

Upon arriving in Fodora, first visit the shuttle's shop to renew your equipment and replenish any consumed recovery items and pot energy. Once preparations are complete, exit the shuttle and begin exploring Fodora. At this time, Pascal will earn the title "Sister Bond".

Equipment available for purchase in the shop is extremely powerful. Replenish your arsenal here.

District 13 FIELD MAP P307

No.137 To the Alien City Teros Astyu

(Event Data)

- ☐ C192 "The Resolve Since Coming to Fodra" P307
  Trigger condition: After exiting the shuttle once, approach the shuttle waypoint
- ☐ C193 "Gently, Endlessly" P307
  Trigger condition: Approach the save point in front of Teros Astyu

Once you land in District 13, head northwest from here toward the alien city Teros Astyu. But before that, don't forget to check Chat 192 "The Resolve Since Coming to Fodra" at the shuttle cockpit. Incidentally, the shuttle in District 13 will be transported to Teros Astyu's shuttle hangar after meeting Emeraude in No.138, so it will disappear from the map.

There is a "secret base" to the southeast, but at this stage it is not yet The chat will not occur.

Telos Asty TOWN MAP P308

No.138 Meet Emeraude in the underground residential area

(Event Data)

- ☐ C194 "Minna de" (Everyone Together) P308
  Trigger condition: Approach the save point on the 1st floor
- ☐ C195 "Move into the Void" P308
  Trigger condition: Discover the Eternity Time
- ☐ C198 "Still Smells After a Thousand Years" P308
  Occurrence condition: Discover a large tub in the Lower Warehouse District
- ☐ C196 "World Without Pulse" P308
  Occurrence condition: Discover the Green Hope in the 2nd-floor record area
- ☐ C197 "Great Aid: Knowledge of Emerold" P308
  Trigger condition: After Emeraude joins, approach the save point on the first floo

When you arrive at Teros Astyu, first follow the figure and go to the underground residential area. There you will meet a woman named Emeraude, who has awakened from a thousand-year sleep. From her story, you learn that in Fodra, Asbel and the others' world is called Efficnea and that Sophie's true identity is a combat humanoid called Protos-1. After Emeraude finishes her story and joins as a companion, head to the humanoid research facility to treat Sophie. By the way, if you stay at the inn in Teros Astyu, you can see a short event featuring Phourie and Pascal.

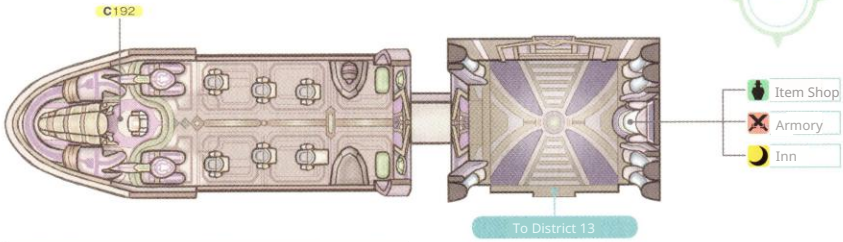
Check! About items obtained from the Large Tub)

The discovery "Large Tub" yields items that are "Natto" when first discovered, "Miso" the next time inspected, and thereafter are determined by the elapsed time since the previous acquisition as shown in the table below. Note that if you carry over discovery states via "Book Carryover" into a second or later playthrough, the first inspection will yield "Miso", and subsequent results will be determined by elapsed time.

▼ Items obtained from the Large Tub from the third time onward

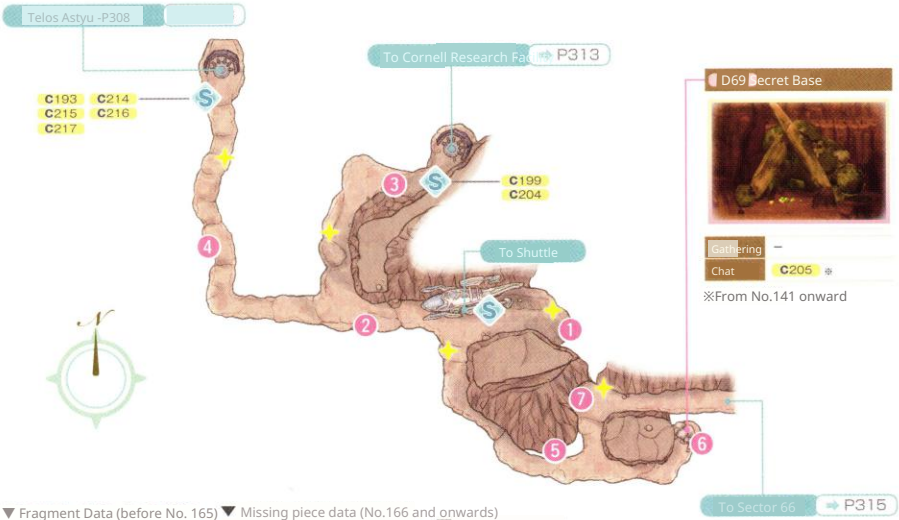
Elapsed time until reacquisition	Obtained item
Under 3 minutes	–
3–13 minutes	Tofu
13–33 points	Nattō
33 minutes or more	Miso

Map Shuttle



Note: The shopkeeper, armor shop, and preferred-customer item data are the same as Telos Astyu (→P309)

Map Area 13



※From No.141 onward

▼ Fragment Data (before No. 165)

Properties	Types
Bold	Rise
Gentle	Resist
Stubborn	Press
Oppressive	Hit
Ominous	Revamp
Grave	Evade
Wild	Tension
Mysterious	Vital

▼ Missing piece data (No.166 and onwards)

Nat	Types
Sharp	Breath
Beautiful	Hit
Daring	Evade
Graceful	Vital
Refined	Slow
Oppressive	Attack
Ominous	Exceed

▼ Items obtained from the light point

1~4096 Gald
Grapes
Gummy Fruit
Rotten Sword
Dangerous Liquid
Magic Carta No.21
Trash
Rosemary

▼ Obtained Items

Minced Meat ×2	Investigate Treasure Chest
Secret Fruit	Investigate Treasure Chest
Highest-grade Fu	Investigate Treasure Chest
Holy Bottle ×3	Investigate Treasure Chest
Magical Scarf	Investigate Treasure Chest
Tofu ×2	Investigate Treasure Chest
5278 Gald	Investigate Treasure Chest

▼ Enemy Data

Eldra Trent No.041 Plant
- Holy Tree Golden Branch (24%)
- Secret Fruit (12%)
- Nori (9%)

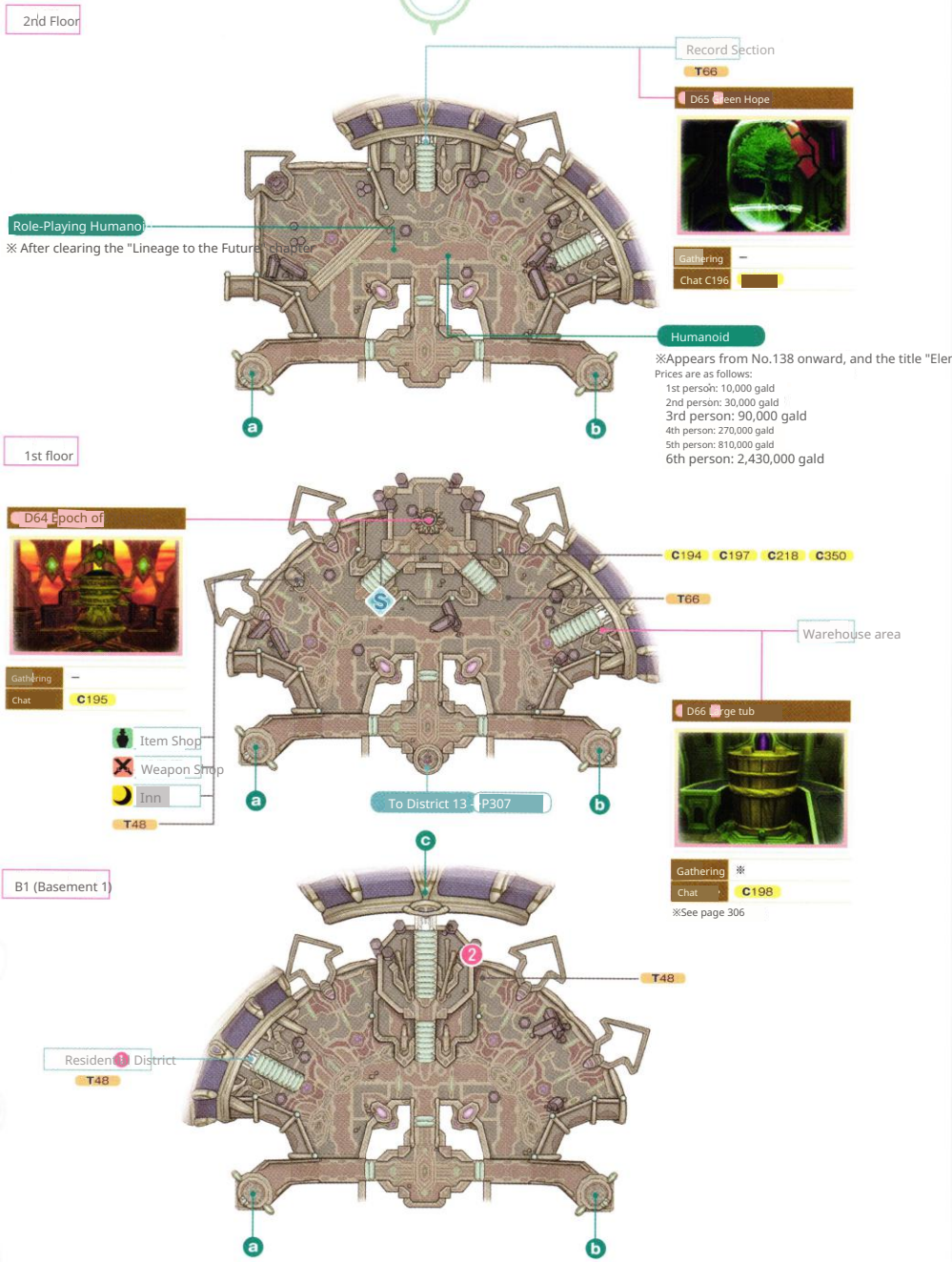
Gigas Beetle No.059 Insect
- Emperor's Claw (24%)
- Fa Rice (12%)
- —

Prikodama No.206 Plant
- Gummi Fruit (24%)
- Drop: Natto (12%)
- Secret Fruit (9%)

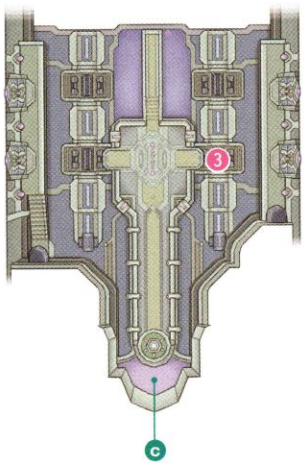
Megalos Lizard No.263 Reptile
- Sharp Teeth (24%)
- Sharp Teeth (12%)
- —

※ The enemies appearing in the "Lineage to the Future" chapter are Ankaragon (No.012), Erensuge (No.044), Gun Spider (No.056), Shield Trent (No.096), Giant B Maze Lizard (No.260), Mechbee (No.261), Ruin Goblin (No.297), and Legend Wyvern (No.300)

Map Telos Astu



Shuttle hangar



▼ Obtained items

- Magic Karte No.31 — Investigate: Treasure Chest
- Namonaki Hana S — Investigate: Light Spot
- Grimoire of Hot-B — Investigate: Treasure Chest

※Password "Ephinea"

▼ Request data

Trigger Conditions	Required Items	SP Acquisition Reward	
–	Gears ×3	200	Car Check ×1
–	Gelatin ×1	420,840 Gald	
–	Egg ×12	660	1,320 Gald
–	Chocolate pudding x1	940	1880 Gald
–	Ring x 1	1240	2480 Gald
–	Glass Sphere ×1	1560	3120 Gald
–	Souldrop Bead ×1	1910	Rosemary ×1
–	Green Scarf ×1	2290	Magic Card No. 88
–	Hourglass ×1	2690	5,380 Gald
–	Strateim Corner ×1	3120	6240 Gald
–	Heavenly Garb ×1※	4060	8120 gald
–	Blood Ribbon ×1	5100	Mithril Knife ×1
–	Spice Set ×3	6,240 12,480 Gald	
–	Something Like a Mask	7490	Red Rosemary ×1
–	Crystalline of Tyranny ×8	8840	Danzō's Gauntlets ×1
–	Cantarella ×1	10300	20,600 gald
No. 138 and later	Micro Parts ×1	2290	4,580 gald
No. 138 and later	Drive Unit ×1	3120	6240 Gald
No. 138 and later	Broken Brooch ×1	4060	Kanitama ×1
No.152 and later	Recorder ×1	5100	10200 Gald
The above completed	Skeleton Finger ×1 17168		34320 Gald

※ Nature: Wonderful

▼ Shop Data

Inn	
Accommodation Fee	100
Item Shop	
Apple Gummy	100
Peach Gummy	500
Grape Gummies	2500
Banashi Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250
Seal Check	5000
Curse Check	7000
Armorer	
Mithril Sword	14320
Mithril Wrist	12020
Mithril Blade	13510
Mithril Knife	11210
Mithril Edge	12820
Mithril Staff	15120
Mithril Plate	12830
Mithril Cloak	11260
Mithril Ware※1	14660
Wristlet※1	170
Misty Cloak※1	140
Hyper Holder※1	7630
Rune Anklet※1	8730
Goggles※1	16140
Magical Ribbon※1	12650
Sexy Perfume※1	16780
Green Scarf※1	8090
Rare Sword ※2	26350
Rare List 2 ※	22120
Rare Blade ※2	24860
Rare Knife 2※	20630
Rare Edge ×2	23590
Rare Staff 2 ※	27820
Rare Plate 2 ※	23990
Rare Cloak 2 ※	21060
Preferred Cust	
Tofu	584
Energy Bottle C	3000
Rosemary	4500
Magic Carta No. 50	765
Nattō	1600
Energy Bottle EX	10000
Miso	3800
Red Rosemary	9000
Energy Bottle G	30000
Ground Dark	14400

※1 Cannot be purchased in the "Lineage to the
※2 Purchasable only in "Lineage to the Future"

Chapter 31

"Welcome back, Sophie"

Asbel and the others heard from Emeraud that Sophie is a humanoid. However, whatever Sophie's true nature may be, Asbel and the others' objective does not change. To cure Sophie, the party heads to the Cornell Research Facility.

District 13 FIELD MAP P307

No.139 To the facility to cure Sophie

(Event Data)

- C199 "Sophie's Functions" P307
  Trigger condition: After conversing in front of the Cornell Research Facility, approach the save point

The humanoid research facility is located east of Telos Astyu. Leave the town and follow the road; if you head north at the fork, you should be able to see the research facility you're aiming for. After observing the event in front of the research facility, enter the facility after checking Chat Save Point 199 "Sophy's Function".

Cornell Research Facility DUNGEON MAP P313

No. 140 Restore the Elevator and Descend to the Lower Levels

(Event Data)

- C377 "Control Somewhere" P313
  Trigger Condition: Approach the lowered bulkhead
- C378 "What Are You Going to Place?" P313
  Trigger Condition: Ride the elevator without replacing the battery
- T49 "Hubert's Reminiscence" P313
  Trigger condition: Examine the ☆ mark in the room at the west end of Basement 1

At the Cornell Research Facility, you can set the "Charged Battery" obtained from the north room on the 1st floor into the battery box to restore the elevator and proceed to the next floor. There are four "Charged Batteries" and four elevators available, but you can only carry one battery at a time, so each time you restore an elevator, return to the 1st floor to retrieve a "Charged Battery." For reference, the bulkhead blocking your path can be opened by pressing the switch at the warp destination.

No.141 The True Identities of Lambda and Sophie Revealed

(Event Data)

- C205 "Traces of the People" P307
  Trigger condition: Discover the secret base in the southwest area of District 13

- C200 "Research with Toys" P313
  Trigger condition: Discover a weathered set of building blocks on Basement Floo
- C201 "It's Junk" P314
  Trigger condition: Discover Tarlowe X in the northeast room of Basement Floor 3
- C202 "What is Anmaltia?" P314
  Trigger condition: Approach the save point on Basement Floor 4

When you go to the laboratory on Basement Level 2, Emeraud begins to speak about Lambda's true nature. After her story ends, proceed deeper into the facility to treat Sophy. At this time, Asbel will receive the title "Life Together".

No. 142 Defeat Lambda's Spirit

(Event Data)

- C203 "What is the Problem of Information Integrity" P314
  Trigger condition: Approach the save point on Basement 4 after the Lambda bat

When you enter the research facility on Basement 4, Sophie's treatment finally begins. During the process, the particles that make up Sophie's body reverse-flow and materialize as Asbel, Cheria, Hubert, and Malik. The moment you examine any of them and touch Richard's spiritual form that appears, Lambda will manifest and attack. After defeating Lambda, return to the laboratory on Basement 2 to restore Sophie's memories.

BOSS Lambda

Lambda specializes in magic attacks and swinging arm strikes. If you stay close, the arm-swinging attacks are harder to hit, so close in and perform continuous attacks to prevent it from casting spells. Incidentally, Lambda's weakness can be exploited by all three of Asbel's "Thunder Slash Shock" and "Evil Spirit Flash," so if you bring Malik into battle, it is recommended to assist combos with his long-duration "Siphon Tangle."

▼ Boss Data

Lambda P506

No.275 Lv 58 HP 36510

Special Spiritual En... Skill Point

No.143 Revive Sophie's Memories

(Event Data)

- T48 "A Very, Very Long Time" → P308
  - Trigger Condition: Speak to Raimi on Basement Level 1 of Telos Astu's residential area

Due to Emerold's treatment, Sophie fully regains her original mission to defeat Lambda and earns the title "Oath-Bound Companion." From then on, Sophie can participate in combat. Next, head to the Basis Military Base to obtain an upgraded shuttle part that will rip open Lambda's cocoon.

Area No. 66 FIELD MAP→P315

No.144 Go to the military base to upgrade the shuttle

(Event Data)

- C204 "The Creator" → P307
  - Trigger condition: Approach the save point in front of the research facility in District 13
- C206 "Thought About Various Things" → P315
  - Trigger condition: Approach the save point on the District 13 side
- C207 "The Star's End" → P315
  - Trigger condition: Discover an impossible wish in the southeast area
- ST50 "Kikkake" (Trigger) → P315
  - Trigger condition: Examine the ☆ mark in front of Basis Air Force Base
- C208 "Fodlan's Superweapon" → P315
  - Trigger condition: After entering the base, approach the save point in front of the base

The Basis Military Base is located in the northeastern part of District 66. After exiting the Cornell Research Facility into District 13, first head southeast toward District 66. At this time, "Secret Base" chat 205 "Traces of People" will occur, so it's a good idea to make a detour to see it before going to District 66.

Check! Increase clay at the Erespot

The "Clay" obtainable from the Discovery "Unfulfilled Wish" in District 66 is part of the materials for the high-value sellable staff "Dream Flange," so start increasing it at the Erespot now. "Rotten Sword" is dropped by the Smaragd Weapon that appears at Basis Military Base (→P316), and the Ruby Weapon that appears in the Sand-Buried Ruins (→P456) also drops similar items; "Rare Staff" can be purchased as a preferred-customer item in Grellside.

▼ How to create the Dream Frange

Clay + Rusted Sword = High-Ranking Crystal

Rare Staff + High-Ranking Crystal = Dream Frange

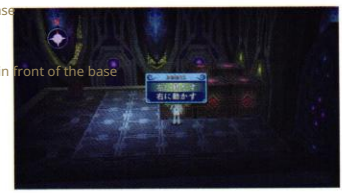
Basis Military Base DUNGEON MAP→P316

No.145 Move Blocks to Secure a Foothold

(Event Data)

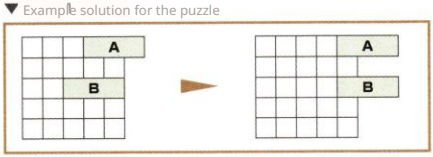
- C379 "Behind a Wall Switch" → P316
  - Trigger Condition: Move the first appearing block
- C380 "It Affects Other Floors as Well" → P316
  - Trigger condition: Move the third block that appears
- C209 "My Mission" → P316
  - Trigger condition: Discover the rank insignia
- C210 "Might Be Useful for Something" → P317
  - Trigger condition: Discover the Unmalcha Key
- C211 "Being Stubborn" → P317
  - Trigger condition: Approach the mid-mountain save point

At the Basis Military Base, there are nine mechanisms in which blocks that block the path are moved to proceed forward. The mechanisms that appear early on are simple because they can be solved within the visible area, but after the midsection there are mechanisms that move in coordination with blocks located elsewhere off-screen, and unless you notice that rule it is difficult to reach the deepest area. Below are example initial-and-completed diagrams for each mechanism, so refer to them if you get stuck. In each diagram, the left shows the initial arrangement and the right shows the complete

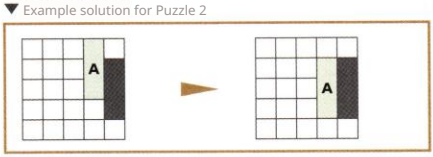


To move a block, examine the edge of the block and select the direction you

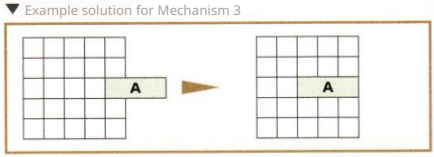
▼ Example solution for the puzzle



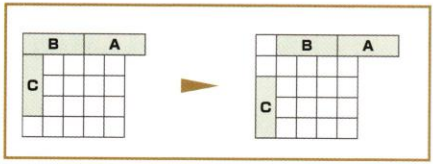
▼ Example solution for Puzzle 2



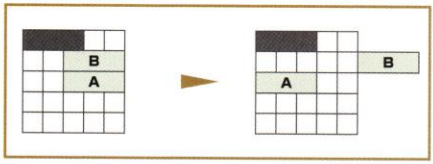
▼ Example solution for Mechanism 3



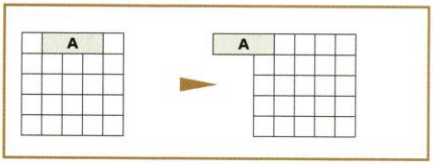
▼ Example solution for Mechanism 4



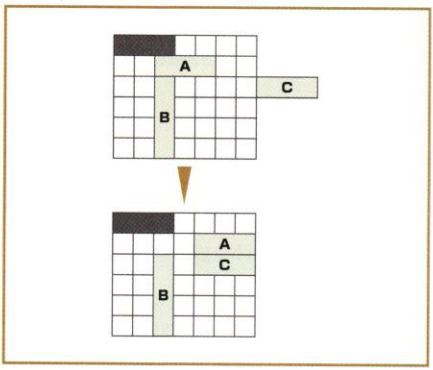
▼ Example solution for Mechanism 5



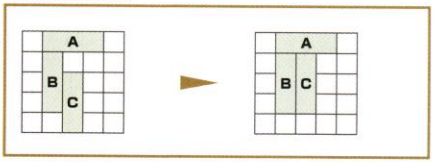
▼ Example solution for Mechanism 6



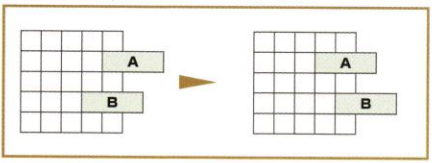
▼ Example solution for Mechanism Fu



▼ Example solution for "Mechanism 8



▼ Solution Example for Puzzle 9



No.146 Create the Delisbit That Tears Open Cocoons

(Event Data)

■ C212 "I Want to Shout, 'Liar!'" P317

Trigger condition: Approach the save point after defeating Kenturio

When you reach the deepest area said to contain an enhancement part, you will enter battle with Kenturio. Even if you repel it, the desired enhancement part will not be found, but Pascal uses available materials to create an enhancement part that can cut open a cocoon called "Delisbit." With the leftover materials, he also makes a "Delis Ring" that grants the power of light. As a result, Asbel, Sophie, Hubert, Sheria, Malik, and Pascal respectively earn the titles "Light Draw Swordsman," "Protos 1," "Light Twin Gunner," "Light Healer," "Light Throwing Blade Master," and "Light Staff Wielder." Next, to attach the enhancement part to the shuttle, return to Telos Asty.

Before escaping the base, check Chat 212 "I Want to Shout, 'Liar!'"

BOSS Kenturio, Welytes ×2

To exploit weaknesses common to both enemies, equip weapons and titles that are effective against humans in advance. First, use B-techniques skillfully to take down the low-HP Welytes, then attack Kenturio. After a certain time has passed and the Welytes respawn, prioritize targeting the Welytes again.

When attacking the Welytes, it is effective to hit them together with Kenturio us

▼ Boss Data

Kenturio P486

No.078 Lv 53 HP 45483

Race: Organic — Weakness:

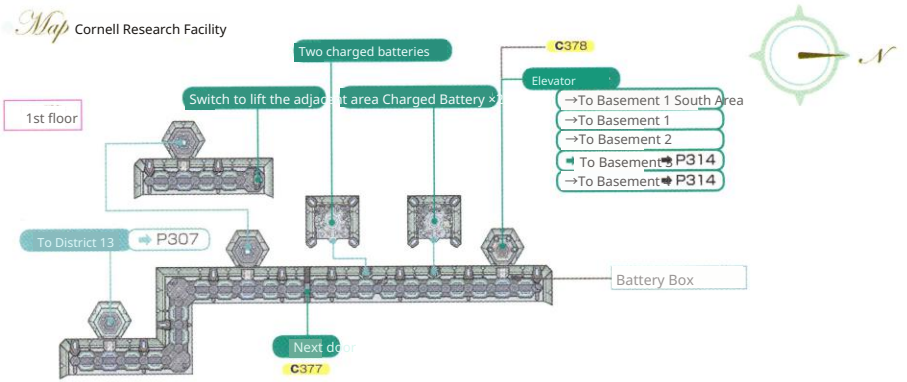
Werythes P481

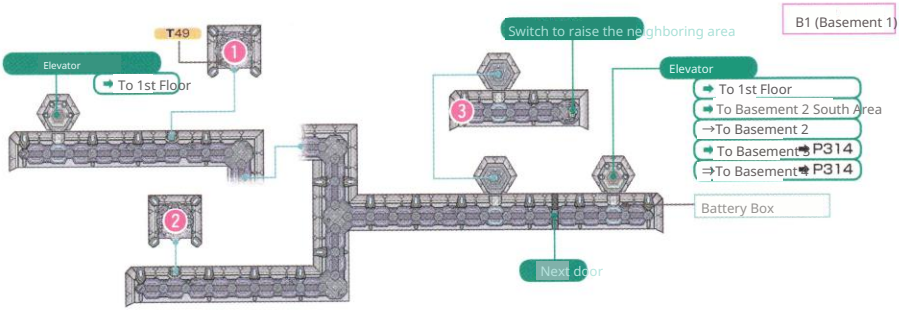
No.025 Level 50 HP 6241

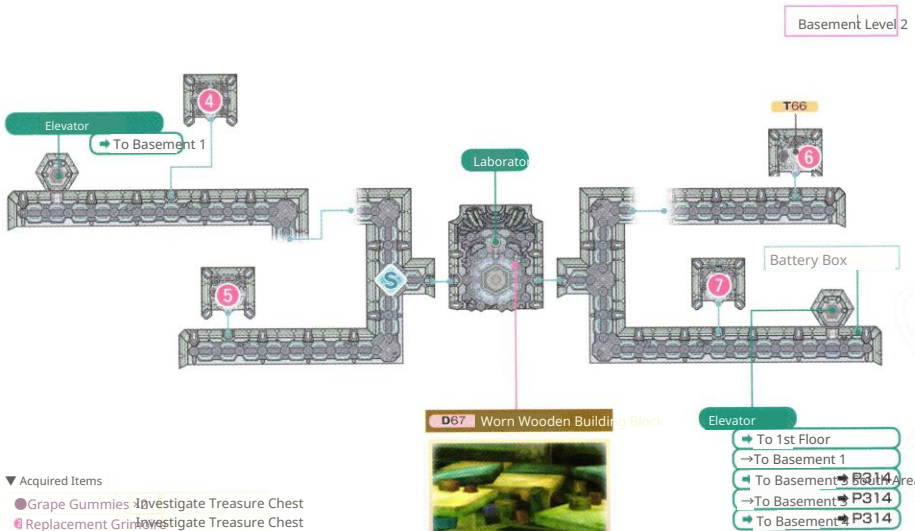
Species: Machine — Weakness:

Map Data

Map Cornell Research Facility





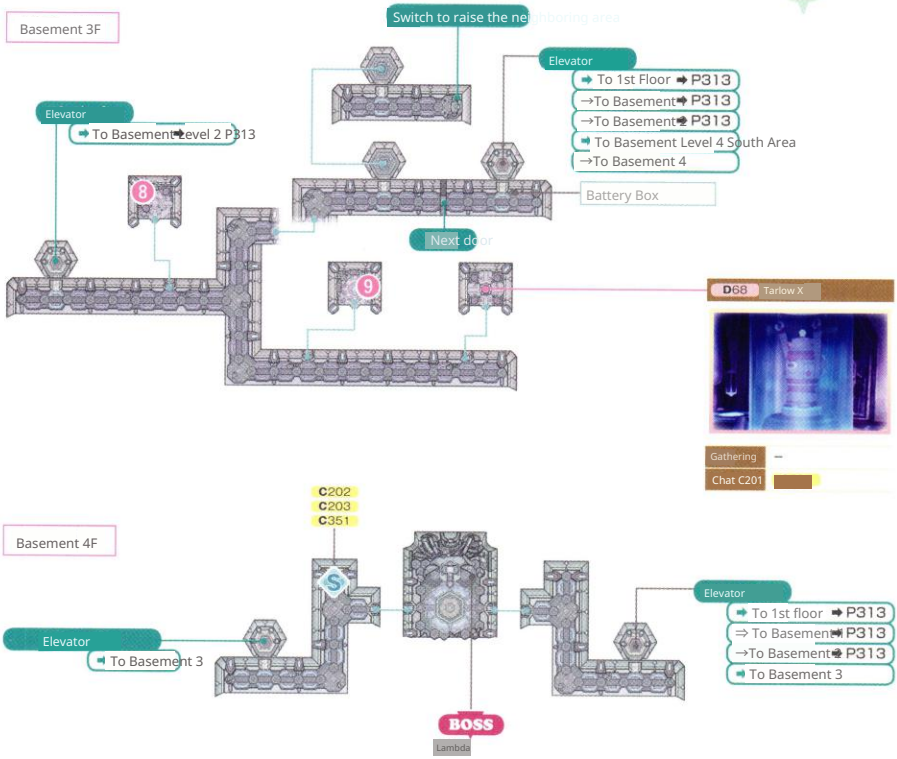


▼ Acquired Items

Grape Gummies ×	Investigate Treasure Chest
Replacement Grimoire	Investigate Treasure Chest
Energy Bottle C	Investigate Treasure Chest
Rare Holder	Investigate Treasure Chest
All Divide	Investigate Treasure Chest
Beautiful Feather	Investigate Treasure Chest
Holy Wood's Golden Brigade	Investigate Treasure Chest

Gathering –
Chat C200

Map: Cornell Research Facility



▼ Obtained Items

705 Energy Investigate Treasure Chest

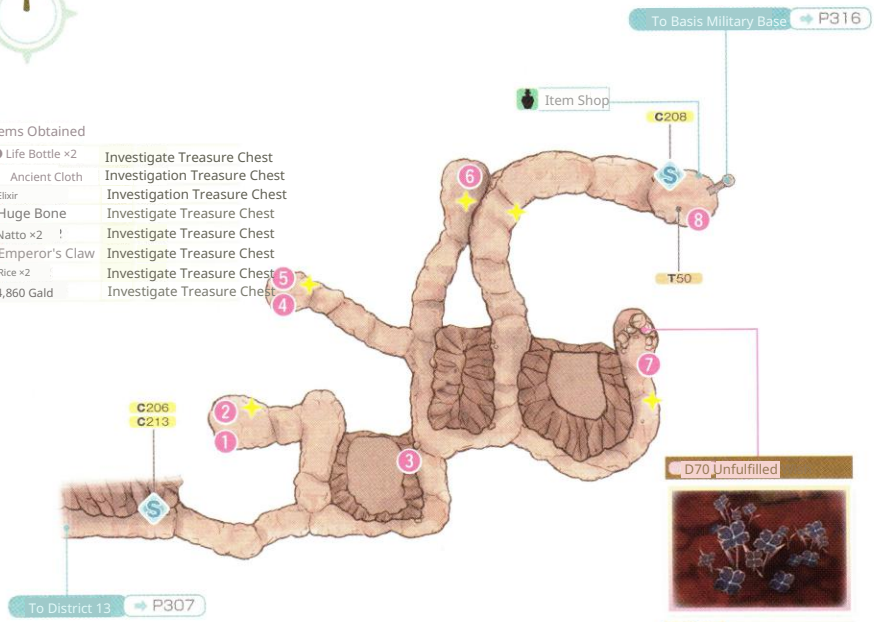
Mystia Anklet Investigation Treasure Chest

▼ Shard Data

Properties	Types
Refined	Exceed
Ancient style	Hit
Warm and kind	Tension
Prickly	Evade
Chilly	Refeed
Formal	Vital
Imposing	Holy
Stimulating	Speed

▼ Enemy Data

May District No. 66



▼Items Obtained

Life Bottle ×2	Investigate Treasure Chest
Ancient Cloth	Investigation Treasure Chest
Elixir	Investigation Treasure Chest
Huge Bone	Investigate Treasure Chest
Natto ×2	Investigate Treasure Chest
Emperor's Claw	Investigate Treasure Chest
Rice ×2	Investigate Treasure Chest
4,860 Gald	Investigate Treasure Chest

▼・Shard data (before No. 165)

Properties	Types
Elegant	Rise
Elegant	Evasion
Antique	Holy
Prickly	Vital
Chilly	Revenge
Formal	Speed
Wild	Rescue
Overbearing	Attack

▼Shop Data

Item Shop	
Mithril Sword	14320
Mithril Wrist	12020
Mithril Blade	13510
Mithril Knife	11210
Mithril Edge	12820
Mithril Staff	15120
Mithril Plate	12830
Mithril Cloak	11260
Mithril Wear	14660
Apple Gummy	100
Peach Gummy	500
Grape Me	2500
Banashi Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250

Preferred Customer Item	
Tofu	584
Energy Bottle C	3000
Rosemary	4500
Magic Carta No. 50	765
Nattō	1600
Energy Bottle EX	10000
Miso	3800
Red Rosemary	9000
Energy Bottle G	30000
Ground Dark	14400

※Stamps and preferred-customer items are Shared with Telos Astyu (→P309)

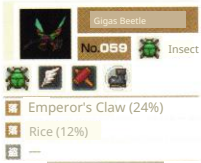
▼Items obtained from the light point

1~4096 Gald
Grapes
Gummy Fruit
Earthen Spirit Vessel
Water Spirit Shell
Magic Card No. 28
Trash
Lavender

▼Fragment data (from No.166 onward)

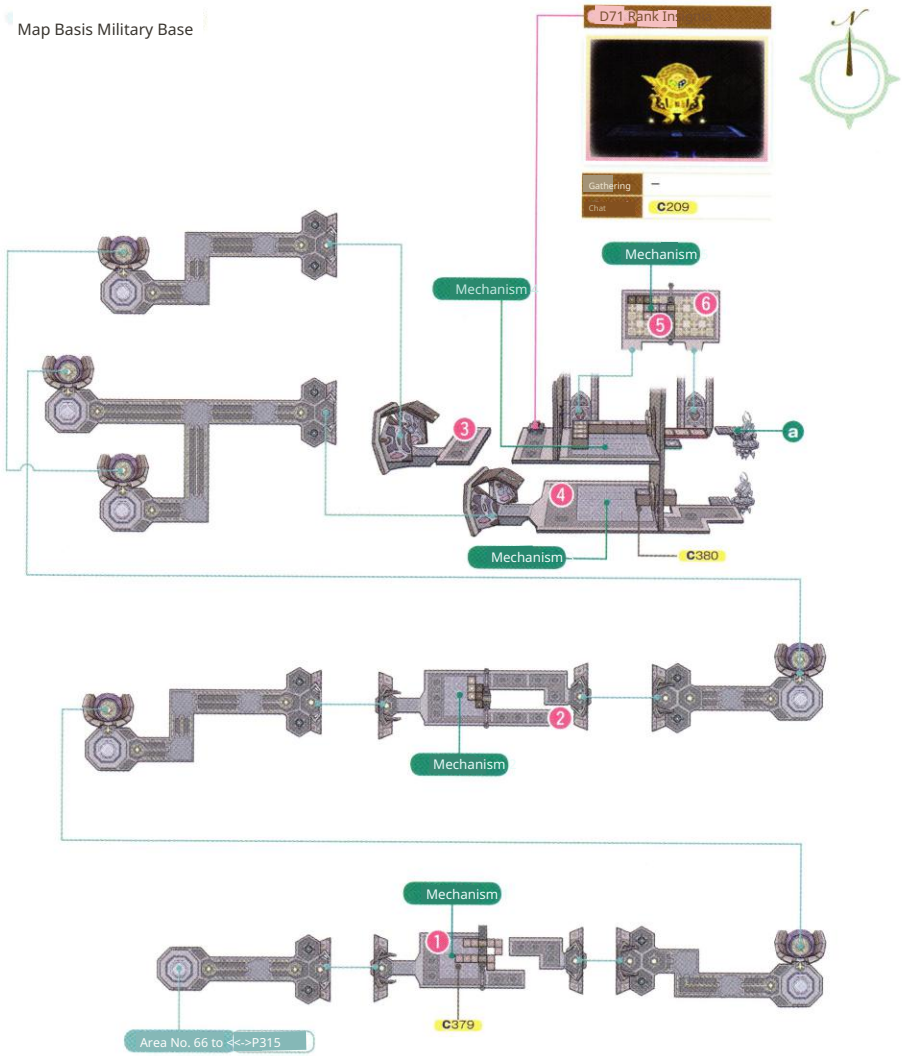
Natu	
Sharp	Bless
Beautiful	Hit
Bold	Evade
Elegant	Vital
Refined	Slow
Oppressively Hot	Attack
Ominous	Exceed

▼Enemy Data



※Enemies appearing in the "Lineage to the Future" chapter will be Ankaragon (No.012), Elensuge (No.044), Gun Spider (No.056), Shield Trent (No.096), Giant Pat (Maze Lizard (No.260), Mechbee (No.261), Ruin Goblin (No.297), and Legend Wyvern (No.300)

Map Basis Military Base



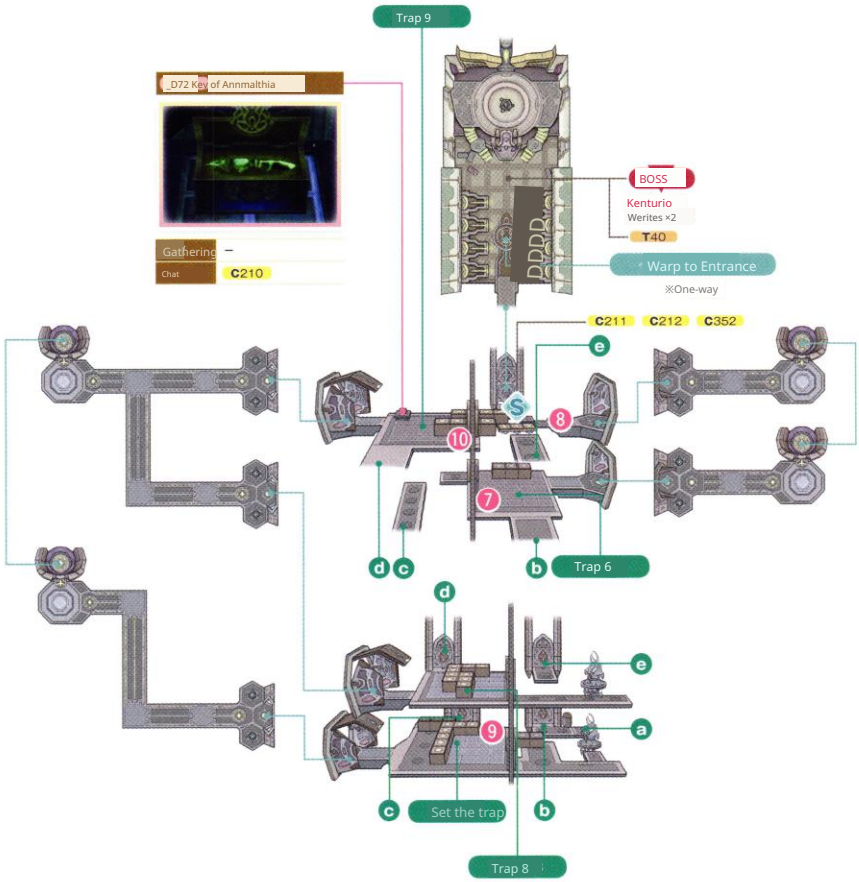
▼ Enemy Data

Werythes
No. 025
Machine
Strange Gear (24%)
Dangerous Liquid (12%)
—

Equites
No. 033
Machine
Drop: Dangerous Liquid (24%)
Strange Gear (12%)
—

Clay Golem
No. 067
Inorganic
Earth-Spirit Vessel (24%)
—
Clear Core (9%)

Smaragdos Weapon
No. 107
Inorganic
Decayed Sword (24%)
—
Clear Core (9%)



▼ Obtained Items

Monocle	Investigate Treasure Chest
Hourglass	Investigate Treasure Chest
Decayed Sword	Investigate Treasure Chest
Mastery C	Investigate Treasure Chest
Grimoire of Greatness	Investigate Treasure Chest
Banashi Bottle ×3	Investigation Treasure Chest
Strange Gear	Investigate: Treasure Chest
Dandy Perfume	Investigate: Treasure Chest
4,400 Gald	Investigate Treasure Chest
750 Energy	Investigate Treasure Chest

・Fragment Data

Properties	Types
Bold	Exceed
Elegant	Vital
Stubborn	Rescue
Suppressively hot	Speed
Ominous	Revamp
Solemn	Attack
Gentlemanly	Gain
Groundbreaking	Defense

Chapter 32

"To Ephinea"

After finishing Sophie's treatment at the laboratory, the party obtained the shuttle reinforcement part, Delisbit, necessary to enter the cocoon Richard created at the Basis military base. With Emeraude's cooperation, they hurry to strengthen and repair the shuttle.

Area No. 66 FIELD MAP P315

No.147 Return to District 13

(Event Data)

C213 "Fien[illegible]" P315

Trigger condition: Approach the save point on District 13 side

According to Emeraude's account, Asbel and the others learn that Lambda is preparing inside the cocoon to go to the planet's core. If Lambda and the planet's core fuse, Efinéa will share the same fate of destruction as Fodra. To stop Lambda, head to Telos Astyu, where the shuttle repairs are underway.

District 13 FIELD MAP P307

No.148 R[illegible]turn to Telos Astyu

(Event Data)

C214 "Malik's Trial" P307

Trigger condition: Approach the save point in front of Teros Astyu

C215 "How About It, Asbel!" P307

Trigger condition: Automatically occurs if you lose the battle with Malik that takes place in C214

C216 "Show results!" P307

Trigger condition: Lose the battle against Malik that occurs in C214

C217 "Oath" P307

Trigger condition: Automatically triggered when you win the battle against Malik that occurs in C214

Clearing the Basis military base triggers Chat 214 "Malik's Trial," where you fight Malik one-on-one at the save point in front of Telos Astu. As with the previous battles against Hubert and Sophie, winning this fight against Malik counts as having seen the defeat and rematch chats, so there is no need to intentionally lose. If you defeat Malik, he receives the title "Still My Former Instructor."

If you repeatedly use the "Wind Fang Ripping Bite" hit-and-run tactic, you can win with almost no damage.

Telos Asty TOWN MAP P308

No.149 To Ephinea with the reinforced shuttle

(Event Data)

C218 "A Capable Younger Brother" P308

Trigger condition: Approach the save point on the 1st floor

T66 "The End of the Humanoid" P308

Trigger condition: Talk to the humanoid on the first floor of Telos Astyu

In the hangar beneath Telos Astyu, the humanoid Sai is overseeing the shuttle repairs. The enhanced takeoff-and-landing systems have been completed, and the installation of the "Delisbit" that Asbel and the others brought back is finished, so the shuttle is finally ready for launch. After this event, if you speak with Emeraude and choose "Yes," the shuttle carrying the party and Emeraude will be launched toward Efinéa. It will pierce the sea floating in the sky and plunge into Efinéa, crash-landing inside Lambda's cocoon.

Noid or... as if it were a single one that had made a c

From the humanoid in the shuttle hangar you can hear an interesting story.

Check! Traveling between Efinnea and Fodora

You will now return to Efinnea by shuttle, but you will be able to return to Fodora again after advancing the story a bit further. There are no time-limited travels or requests that occur in Fodora, so it is fine to head to Efinnea leaving these unfinished.

The thing I was supposed to receive all along

Travels and requests that seem likely to take a long time to clear may be postp

Chapter 33

"At the End of Ambition"

Asbel and the others head to Efinea by shuttle with Emeraude. "Ri Cha ard can be stopped by means other than defeating him," and "his mind has not been taken over by Lambda "is not." Believing this, the party storms the Lambda cocoon where Richard awaits.

Lambda Lan DUNGEON MAP P322

No. 150 To the Lowest Level Where Richard Awaits

(Event Data)

- C219 "Surprisingly Pushy" P322
  Trigger condition: Approach the save point at the landing site
- C220 "Secret Conversation" P322
  Trigger condition: Approach the save point in front of the Stone Heart
- C221 "To Richard" P322
  Trigger condition: Discover the Stone Heart

Because this is a late-stage dungeon, the Lambda Cocoon is quite large. Also, since there are many one-way holes and similar terrain features on the floors and ceilings of small rooms, it is very easy to get lost. Below is a route to the lowest level where Richard is waiting; please use it as a reference. Note that the flower mechanisms

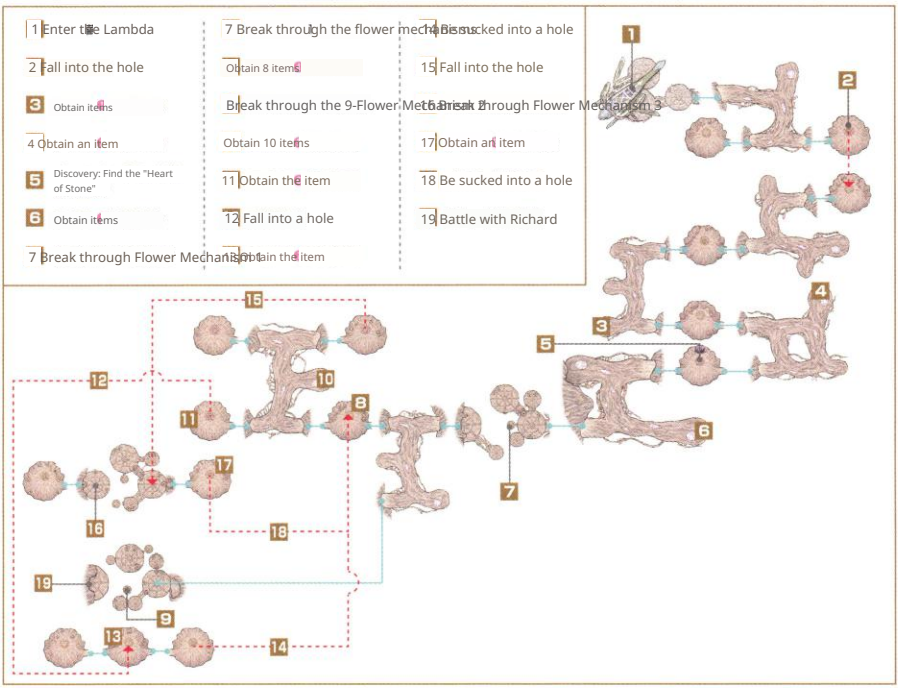
Refer to the next page for the solution.

A troublesome aspect of the Lambda Cocoon is that the monsters that appear from the flower mechanisms are extremely tough. All of these monsters possess the Violent Star attribute, so for party members participating in battle, you should equip the Light title obtained when clearing the Basis military base. They also cast Violent Star barriers, so make sure you can use arts/skills that break Violent Star barriers, such as "Thunder Slash Impact", "Evil Spirit Flash", "Flash Tear", "Break Shoot", and "Vanish Flow".

"Vanish Flow" is also effective against Richard, so learn it as a top priority

▼ Steps leading up to the boss fight

1 Enter the Lambda
2 Fall into the hole
3 Obtain items
4 Obtain an item
5 Discovery: Find the "Heart of Stone"
6 Obtain items
7 Break through Flower Mechanism 1
7 Break through the flower mechanism
Obtain 8 items
Break through the 9-Flower Mechanism
Obtain 10 items
11 Obtain the item
12 Fall into a hole
13 Obtain the item
14 Be sucked into a hole
15 Fall into the hole
16 Break through Flower Mechanism 2
16 Break through Flower Mechanism 3
17 Obtain an item
18 Be sucked into a hole
19 Battle with Richard



No.151 Break Through the Flower Mechan

(Event Data)

C381 "It seems to move at the same time" P322

Trigger condition: Touch the flower mechanism

C222 "I will definitely save you" P323

Trigger condition: Approach the save point located beyond Flower Mechanism 2

C223 "Let's work together" P323

Trigger condition: Approach the save point located beyond Flower Mechanism 2

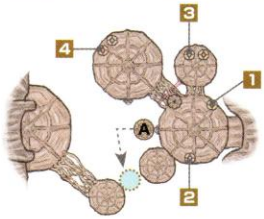
Passing beyond the Discovery "Heart of Stone", flower mechanisms block your path in three stages. There are two types of flowers, red and blue. Examining a red flower causes the corresponding tentacle to extend, while examining a blue flower causes the tentacle to retract. Use the red and blue flowers to control the tentacles' movements and move all platforms to their designated positions.

... Refer to the following for the specific breakthrough procedure. Note,

If you try to go to the room with Flower Mechanism 3 before solving Flower Mechanism 2, you will be sent back. Be sure to solve Flower Mechanism 2 before heading to the room with Flower Mechanism 3. After breaking through the three flower mechanisms and reaching the innermost area, consecutive battles with Richard and Emeraud will begin. When you defeat Richard, the menu screen will open temporarily, so use this time to prepare for the next battle against Emeraud.

If the flower turns black and no longer reacts, that is proof that you cleared that me

▼ Example solution order for the flower mechanisms



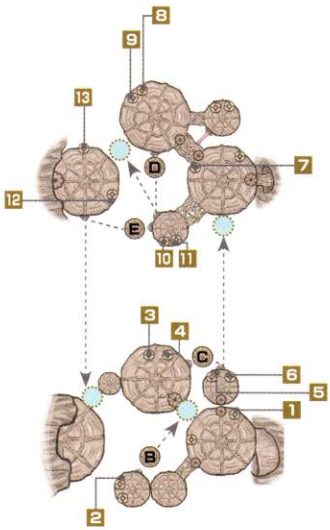
1 Examine the red flower and move Platform A

12 Examine the blue flower

3 Examine the blue flower

4 Examine the red flower and move Platform A

▼ Example solutions for Flower Mechanisms 2 and 3



1 Examine the blue flower

2 Examine the red flower and move Platform B

3 Examine the red flower and move Platform C

4 Examine the blue flower

5 Examine the red flower and set up Scaffold C, moving it toward 3

6 Examine the b

7 Examine the blue flower

8 Examine the red flower and move Scaffold C

9 Examine the blue flower

10 Examine the red flower and move Scaffolds D and E

11 Examine the blue flower

12 Examine the red flower and set up Scaffold E, moving it toward 2

13 Investigate the blue flower

BOSS Richard

The enemy is fast-moving, with high attack power and strong stagger resistance. Use moves like "Evil Spirit Flash", "Thunder Slash Charge", "Demon King Flame Wave", "Vanish Flow", and "Scarlet" to hit its weaknesses, and try to chain actions so allies' attacks don't break. Be especially wary of Richard's attack that releases a V-shaped shockwave after he winds up with both hands; taking this head-on causes lethal damage, so step to evade as soon as you see the tell. Also, when an Eles Break (Eres Break) occurs, focus on retreating or healing to prepare for the enemy's secret/ultimate technique.

▼ Boss Data

Richard (C) P507

No 285 Lv 63 HP 90930

Species Violent Star Evil Spirit

BOSS Emeraud

Emerald's attacks are usually not that fierce, and if you repeatedly use moves like "Thunder Slash Strike, " "Demon King's Flame Wave," "Vanish Flow," and "Aqua Bul let," you can easily suppress it. However, be careful if an Eres Break occurs. The secret art with overwhelming power, "Divide Saber," can put the party at risk of catastrophic damage. If an Eres Break happens, immediately restore HP with gummy items and withdraw the controlled character to minimize ally losses as much as possible.

If things come to a head, you can also buy time with the "Hourglass" until Eles Break ends.

▼ Boss Data

Emerald P482

No 037 Lv 63 HP 80040

Species Human weapon

No. 152: Fly to Rant by shuttle

(Event Data)

T17 "Husband's Keepsake" P225

Occurrence condition: Obtain "the ship model" in the royal capital underground and complete the request

T21 "Shelia's Piano" P223

Trigger condition: Obtain the "Tuning Fork" in the seaside cave and complete the r

T24 "Kamenin Chief" P326

Trigger condition: At the Kamenin headquarters located at coordinates X334 Y:180

T28 "Free Her" P255

Trigger condition: Obtain the "Abandoned Cargo" in the Uncharted Desert and com

T31 "Photograph of Memories" P210

Trigger condition: Talk with the father in the house just before the Baronia chapel

T32 "Lambda's Remains" P326

Trigger condition: Enter the shuttle crash site at coordinates X-381 Y:129

T36 "Hubert's History" P327

Trigger condition: Enter the Oswell treasury located at coordinates X2 Y-308

T40 "Cool Instructor" P317

Trigger condition: Inspect the ☆ mark in the deepest part of the Basis Military Bas

T43 "Smuggling" P280

Trigger condition: Talk to the captain at Zavēt Port and select ?????

T44 "Pascal and the Spy" P292

Trigger condition: Talk to the spy on Basement Floor 10 of the Fendel Government

T46 "Squad" P287

Trigger condition: Approach the ☆ mark on Basement Floor 5 of the Sneak Researc

T47 "Roberia's Grave" P295

Trigger condition: From the room with the Great Crimson Gem, proceed further an

T51 "He and She" P324

Trigger condition: Examine the ☆ mark in the deepest part of the Lambda Cocoon

T60 "Theatrical Performance" P277

Trigger condition: Talk to the man backstage at Belanic

C358 "I Was Hit-and-Runned" P277

Trigger condition: After seeing 60, go to the backstage of the Belanic Inn

64 "Guardian of the Great Radiant Stone" —

Trigger condition: Examine the ☆ marks located in front of the three Great Radiant

T65 "Keepsake Sword" P210

Trigger condition: Talk with Victoria at the Baronia Knight School

68 "Fun Pool" P328

Trigger condition: Play at the spa resort located at coordinates X-367 Y-59

69 "Swimsuit Theft" P328

Trigger condition: Try to leave after playing at the spa resort

T72 "Bartender Malik" P210

Trigger conditions: Talk to the master of Bar Tactics in Baronia

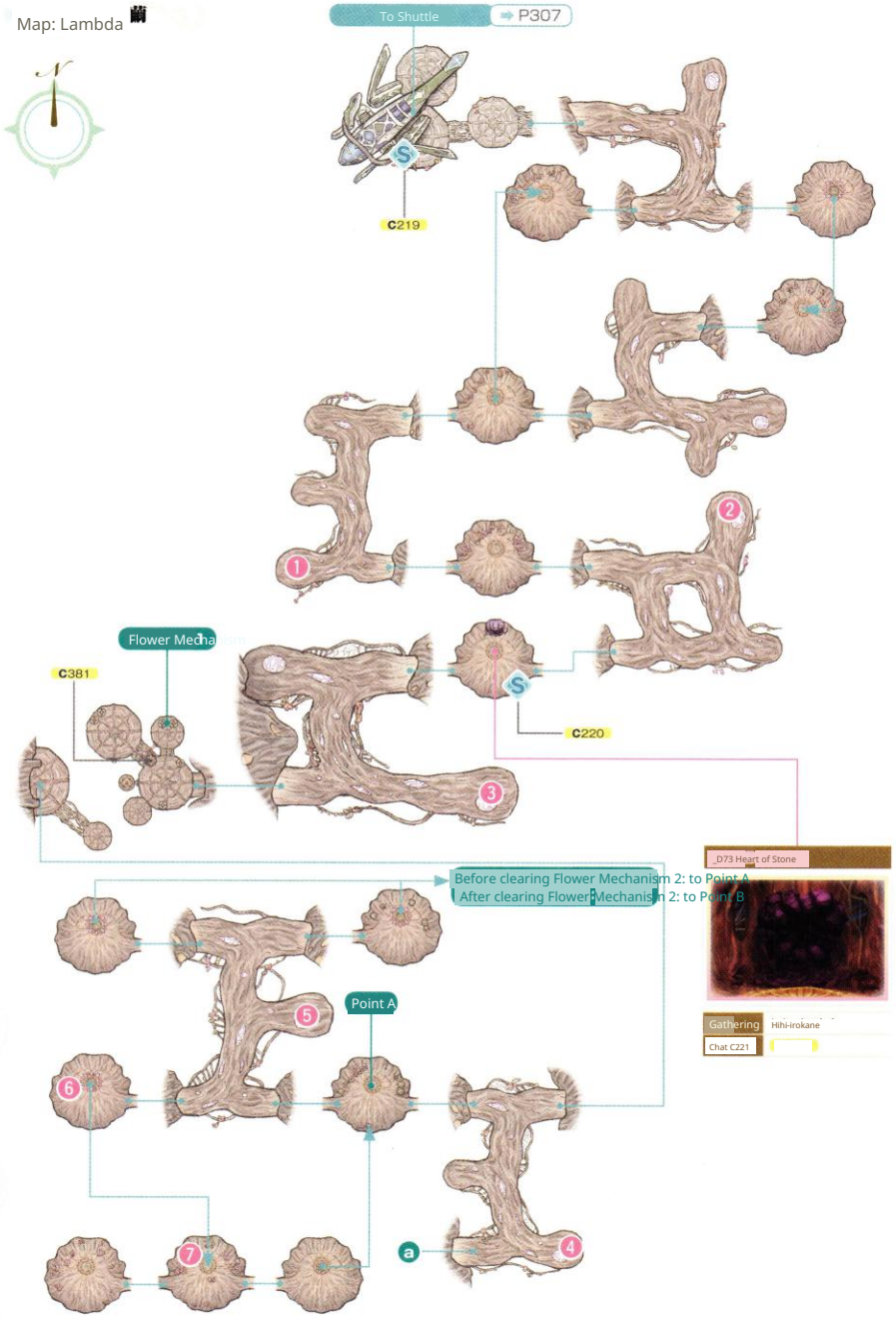
C360 "I can do it!" P285

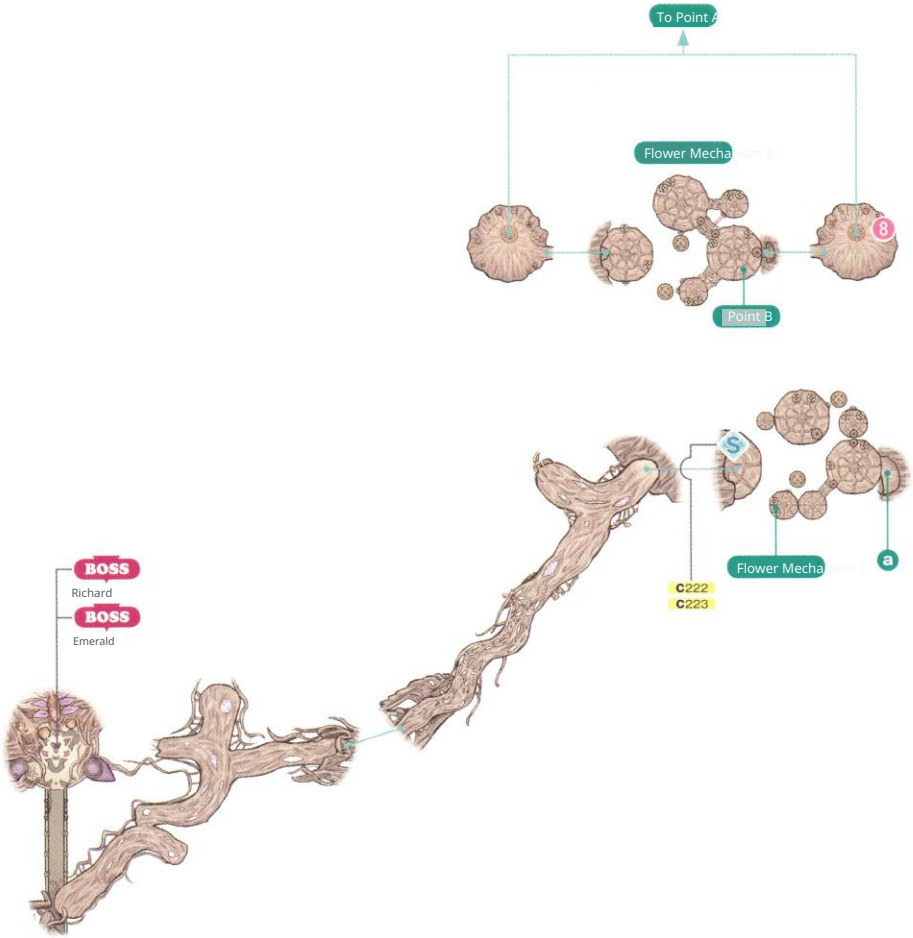
Occurrence condition: Clear the final problem of the Shot Cube

After clearing the Lambda Cocoon, you will be able to freely fly to locations around the world by shuttle. The next destination is Rant, but before that it is recommended to travel the country and view the events listed above. For details about Shuttle Mode, please refer to page 8.

Map Data

Map: Lambda





▼ Obtained Items

Liqueur Bottle ×2	Investigation Treasure Chest
Arcana Bottle	Investigate: Treasure Chest
Energy Bottle C	Investigate Treasure Chest
Life Bottle ×3	Investigate Treasure Chest
5200 gald	Investigation Treasure Chest
Grape Gummies ×3	Investigation Treasure Chest
780 energy	Investigation Treasure Chest
Blacksmithing Magic	Investigate Treasure Chest

▼ Shard Data

Properties	Types
Bold	Reforge
Elegant	Speed
Oppressive	Gain
Ominous	Attack
Stiff	Refeed
Wild	Defense
Intimidating	Mind
Wonderful	—

▼ Enemy Data

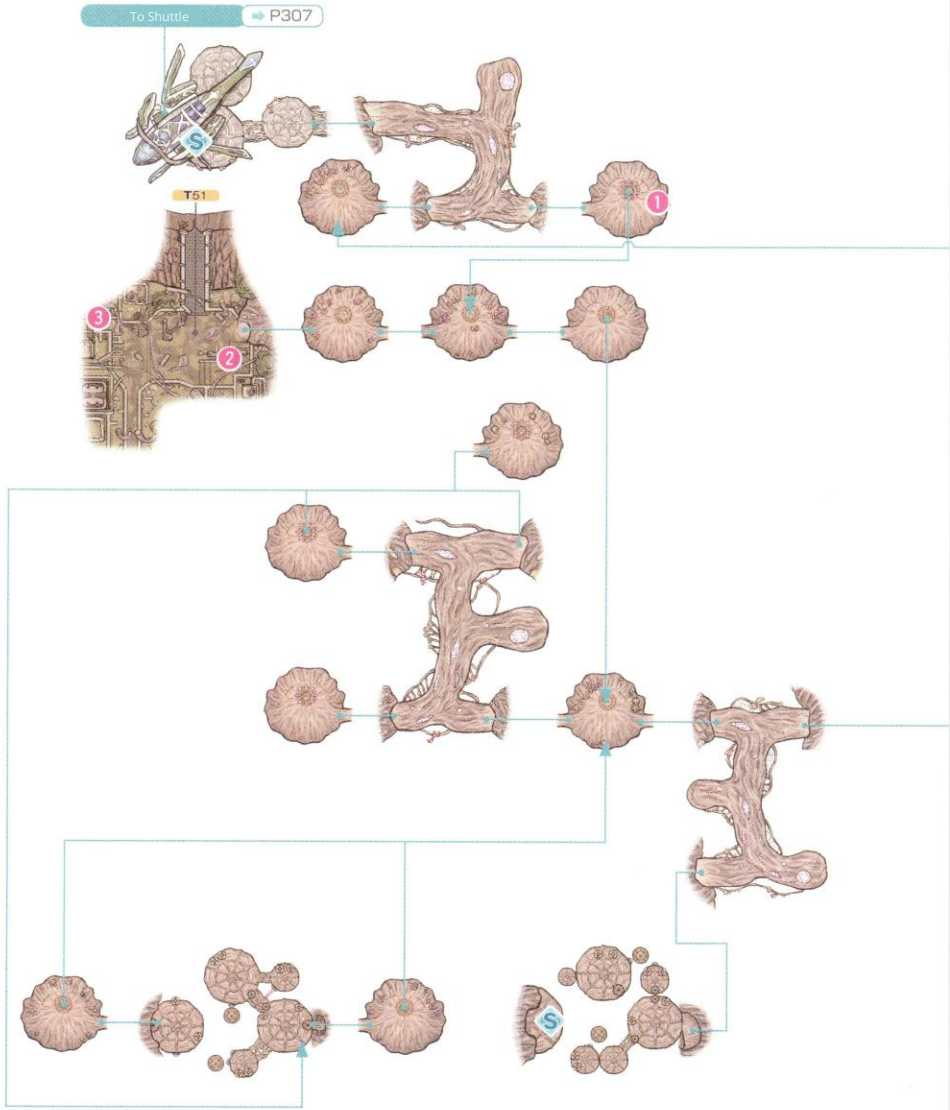
Mandrateg (Mandra Tegg)
No.251 Plant
Secret Fruit (24%)
Holy Tree Golden Branch (12%)
Eggplant (6%)

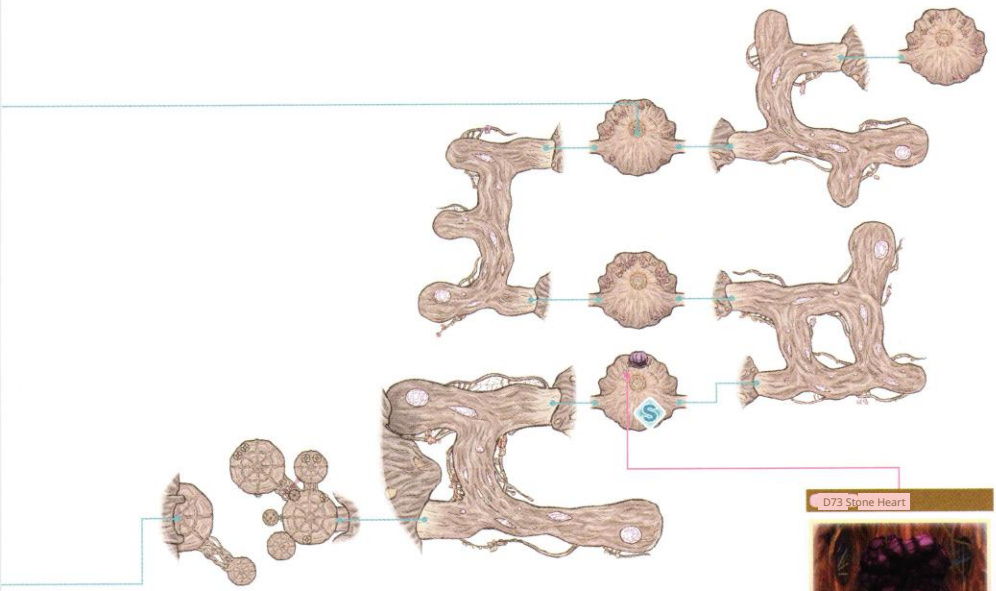
Komisu Demon
No.084 Fiend
Gummy Fruit (24%)
Pain Red Wine (12%)
Beef (6%)

Misos Eye
No.254 Fiend
Rotten Sword (24%)
Dangerous Liquid (12%)
Minced Meat (6%)

Escaton Wyvern
No.035 Child Clan
Emperor's Claw (24%)
Fall Tofu (12%)
Dragon Scale (6%)

Map Lambda Orchid (after clearing Lambda Orchid)





▼ Obtained Items

Purple Dragon's Eye	Investigate Treasure Chest
Rareware	Investigate Treasure Chest
Shark Bottle	Investigate Treasure Chest

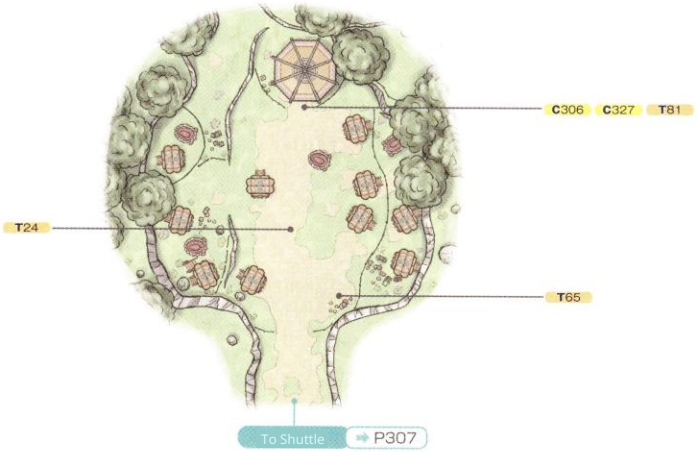
※Only newly placed treasure chests are listed

▼Shard Data

Seiiku	Type
Bold	Reforge
Elegant	Speed
Oppressive	Gain
Ominous	Attack
Stiff	Refeed
Wild	Defense
Overbearing	Mind
Wonderful	—

▼ Enemy Data

Map Kamenin Headquarters
(Coordinates X:334 Y:180)



Map Shuttle Wall Drop Point
(Coordinates X:-381 Y:129)

▼ Obtained Items
●Silver Divine Garment ●Investigate Treasure Chest

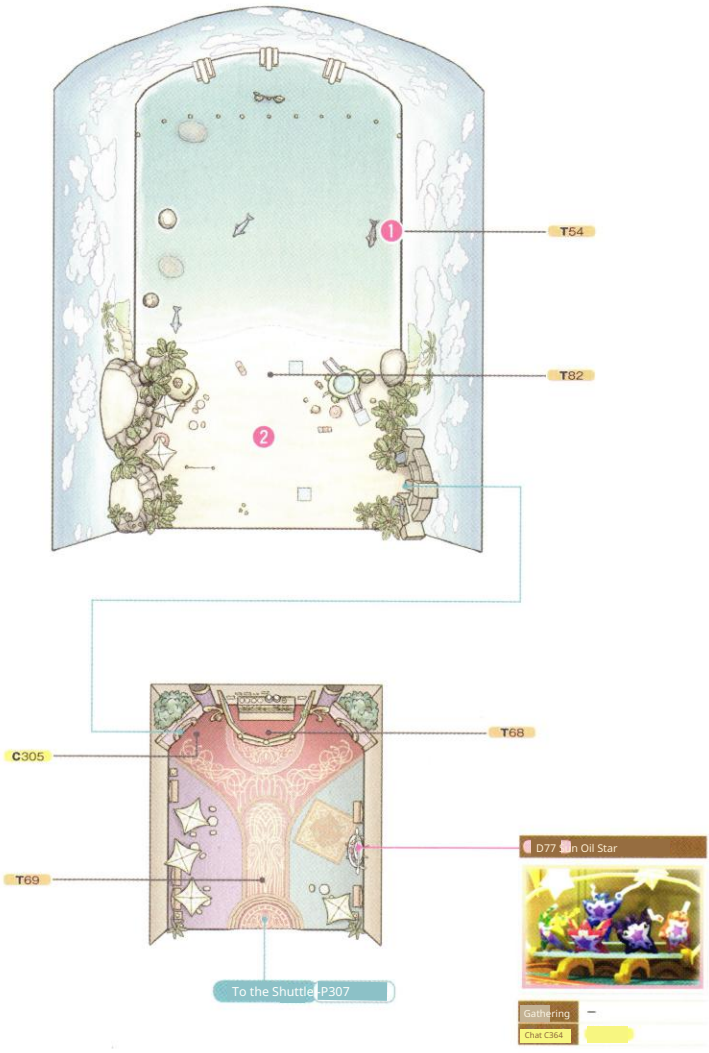
Map Ozwell Treasures 庫
(Coordinates X:2 Y:-308)

▼ Obtained Items

Energy Bottle EX	Investigate: Treasure Chest
Life Bottle ×3	Investigate Treasure Chest
Peach Gummy ×2	Investigate Treasure Chest
Banashia Bottle ×2	Investigation Treasure Chest
6 Red Wine ×3	Investigate Treasure Chest
Elixir	Investigate Treasure Chest
Mastery EX	Investigate Treasure Chest
Strang帆	Investigate Treasure Chest
Shark Bottle	Investigate: Treasure Chest
Light-blue Dangerous Liquid	Investigation Treasure Chest
Statue of the Azure Sea	Investigate Treasure Chest
Liqueur Bottle ×2	Investigation Treasure Chest
Imperial Family Crest	Investigate Treasure Chest
Beef ×3	Investigate Treasure Chest
Peach ×3	Investigate: Treasure Chest
Arcana Bottle	Investigate Treasure Chest
Hourglass	Investigate Treasure Chest
All Divide	Investigate Treasure Chest
White Wine ×3	Investigate Treasure Chest
Azure Sea Imperial Garment	Investigate Treasure Chest

Map Spa Resort

(Coordinates X:-367 Y:-159)



▼ Obtained Items

Shark's Fin	Investigation Shark
Inflatable Ring	Investigate: Light Spot

Chapter 34

"Seeds to Sow for the Future"

Emeraud, seeking to incorporate Lambda separated from Richard and create a new ecosystem on Fodla, is rejected by Lambda, who departs for the star's core together with Richard. The party flies to Rant to search for a way to pursue Richard.

Rant TOWN MAP P215

No.153 Heading to the Lord's Mansion

(Event Data)

C224 "Fight" P216

Trigger condition: Approach the save point inside the Lord Rant's residence

C225 "Incomparable Things" P216

Trigger condition: After going to Rant's office, approach the save point inside the Lord's mansion

After returning to Rant, first go to the office to hold a strategy meeting. Then a conversation event between Asbel, Cheria, and Sophie will occur. After the event, Sophie suggests going to the flower field before heading to the Star Core so that everyone's minds won't be invaded by Lambda. Head to the hill behind Rant.

Rant's Backhill DUNGEON MAP P218

No.154 Heading to the Flower

(Event Data)

C226 "We have awakened them..." P217

Trigger condition: Approach the hill behind Rant

C227 "People are complicated..." P218

Trigger condition: Approach the Vow Tree

When you go to the flower field, an event occurs in which Sophie shares the elements she has taken into her body with Asbel and the others, boosting their immunity to Lambda. After this event ends, return to Rant to prepare for tomorrow's final battle.

Rant TOWN MAP P215

No.155 Talk with Sheria and sleep

(Event Data)

C228 "And Before That" P215

Trigger condition: After the Galdia Shaft appears, ride onto the Rant Bridge

C364 "Sandy Beach Squad" P328

Trigger condition: Approach the Sun Oil Star at the Spa Resort

C 367 "Dog or Cat?" P453

Trigger condition: Approach the matatabi in the Nekonin Village

After returning to Rant, talk with Shelia at the North Gate, then speak with Sophie in the lord's manor garden, Hubert in the study, Pascal in the square, and Malik on the bridge, and sleep in your room's bed. When dawn breaks and Asbel, Sophie, Hubert, Shelia, Malik, and Pascal have each acquired the titles "Young Challenger," "Wishing Girl," "One Bearing the Name of Rant," "Dream Chaser," "Watching Instructor," and "Entrusted Sister," respectively, head to the decisive battlefield, Gardia Shaft.

Check! Let's go to the Nekonin Village

After clearing the Lambda Cocoon and returning to Rant, a cat will be inexplicably in a corner of the plaza. This is actually the last cat. Before progressing the story, give fish to every cat and then go to Nekonin Village. For details on the cats' locations and what to do after arriving at Nekonin Village, please refer to page 452.

Some cat food... Some seafood can be found at the Grelside road tool shop.

Sushi in saltwater... If the space is wide, it feels neat and unfettered.

(Events That Occur in Nekomnin Village)

C366 "That is, LOVE" P453

Trigger condition: Approach the Neko-nin village's chat shop while in a state that allows you to talk to the Neko-nin

T52 "Fashion Neko-nin" P453

Occurrence conditions: Obtain "Water-Silk Fabric" in the Strata Desert ruins and complete the request from the Nekonin Village

T53 "Advice Nekonin" P453

Trigger condition: Obtain the "Pearl Wind Thread" in Baronial Castle and ... Nekonin Village

T54 "A Big Dream" P453

Occurrence conditions: Obtain "shark fin" at the spa resort and complete the request in the Neko-nin Village

Gather in the square the next morning and get the "Fluffy Scarf" from Fourier.

Chapter 35

"Lambda's Truth"

With renewed determination, Asbel and the others head to Richard. Traveling along the Gardia Shaft that leads to the planet's core, the party learns the tragic past of Lambda—who was deprived of a place to live—and Lambda's foster parent Cornell.

Gardia Shaft (Upper Layer) DUNGEON MAP P335

No. 156 Overcome the Three-Color Floor Mechanism

(Event Data)

■ C229 "The Role of the Gardia Shaft" P335

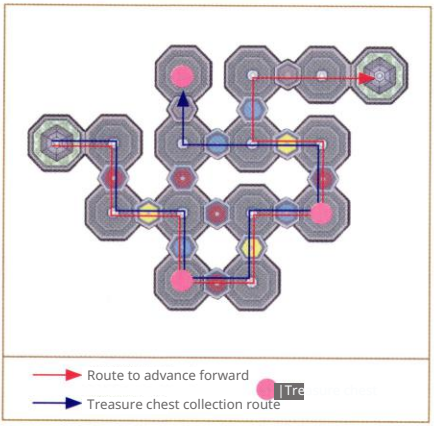
Trigger condition: Approach the save point at the entrance

The battleground Gardia Shaft is a vast dungeon composed of three layers: the upper, middle, and lower levels. After the party lands on the upper level by shuttle, they first set about clearing the upper level.

The obstacle that blocks the way on the upper level is the three-colored floor mechanism that appears in two locations. This requires stepping on the floors in the order red, yellow, blue; otherwise you are returned to the mechanism's starting point. Observe the floor colors and step on them in the correct sequence. Once you clear this mechanism, you will be able to freely warp between the start and end points thereafter. See below for the solution to the first mechanism.

If you step on the floor tiles in the wrong order, you may be forced back and may have to fight enemies before you can return.

▼ Solution to the mechanism



No. 157 Defeat Pawol and Break Through the Lambda Barrier

(Event Data)

C230 "The Laughing Person, The Unlaughing Person" P336

Trigger condition: Approach the third save point on the upper level

☐ C325 "There Is Only One Course of Action" P327

Trigger condition: Approach the painting northeast of Oswell Treasury

☒ C326 "I'm Angry, You Know" P326

Trigger condition: Approach the shuttle at the shuttle crash site

☒ C327 "An Eternal Mystery... Isn't It!?" P326

Trigger condition: Approach the building at the back of Kamenin Headquarters

☐ C328 "These Brothers" P216

Trigger condition: Approach Asbel's desk in his private room on the second floo

☐ C329 "Ultimately" P210

Trigger condition: Approach the save point inside the Baronia inn

☒ C330 "Men's Conversation" P232

Trigger condition: Approach the save point inside Grellside's inn

☐ C331 "Sheria's Background" P238

Trigger condition: Approach the save point located to the left under the souther

■ C332 "Sophy's Power Awakening" P206

Trigger condition: Approach the save point deep within Oren Forest

C333 "Person by the Roadside" P229

Trigger condition: Approach the save point on the Grellside side of the undergro

☐ C334 "This Is a Childhood Story!" P225

Trigger condition: Approach the save point deep beneath the Royal Capital

☐ C335 "Unknown World" P223

Trigger condition: Approach the save point near the poisonous seaweed in the s

■ C336 "Human Control" P242

Trigger condition: Approach the save point near the entrance of Baronial Castle

☐ C337 "They're Watching More Than You Think" P300

Trigger condition: Approach the mid-slope of the Border Fortress

■ C338 "Desperately" P218

Trigger condition: Approach the Oath Tree on the back hill of Rant

☐ C339 "Top Secret" P253

Trigger condition: Approach the save point in front of the inn in Orleil

C340 "A Certain Story" P256

Trigger condition: Approach the save point located in front of the research facili

☒ C341 "Unknown Battle"

P261

Trigger condition: Approach the save point inside Yuriberte Inn

C342 "Training of the Mind" P264
Trigger condition: Approach the save point at the Strata Desert Ruins

C343 "Malik vs. Buscal" P277
Trigger condition: Approach the save point inside Beranik Inn

C344 "I'm Astonished" P281
Trigger condition: Approach the save point inside the Zavēt Inn

C345 "Double Shot" P291
Trigger condition: Approach the save point on the 1st floor of the Fender Government Tower

C346 "To me, you are..." P287
Trigger condition: Approach the save point on Basement Floor 5 of the Sneak Laboratory

C347 "Regret" P285
Trigger condition: Approach the save point in front of the inn in Ammarutia Village

C348 "Wholehearted Breath" P295
Trigger condition: Approach the save point deep within the Fender Iceberg Ruins

C349 "Because I'm Mom" P305
Trigger condition: Approach the save point located in the depths of the s

C350 "Nice Shot!" P308
Trigger condition: Approach the save point on the 1st floor of Telos Asty.

C351 "Recent Worries" P314
Trigger condition: Approach the save point on Basement 4 of the Cornell Research Facility

C352 "A Frozen World" P317
Trigger condition: Approach the save point located deep within Basis Air Base.

After getting past the first trap, a battle with Pawol will occur ahead. After defeating Pawol, pass through Lambda Barrier 1 and view Lambda's memory, then proceed to the next floor. By the way, after defeating Pawol many chats will occur throughout various locations, so it's a good idea to return briefly to see them all. If you advance to the middle layer of the Galdia Shaft, you can return to the shuttle from there, so progressing to the middle layer first is also an option.

BOSS Pawol ×2

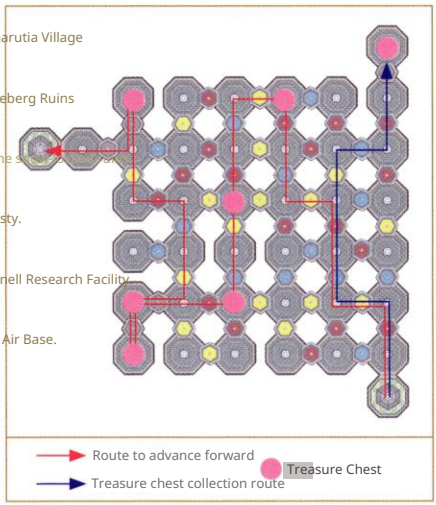
Pawol does not use arts, but he is a formidable foe with excellent movement speed, attack power, and resistance to stagger. Because there are two of them, if you fight normally you won't be able to stop the enemies' actions and your rear ranks will be cut down one after another. What is effective here is Asbel's B-technique "Houreisas" (Burst Thunder Kill). "Houreisas" produces multiple attack checks in all directions, making it easy to inflict paralysis and effective in chaotic battles. Spam this to keep the enemies pinned while Malik uses "Vanish Flow" to deal damage. Of course, set the tactic to "Follow the Leader".

▼ Boss Data

Pawol P494
No.160 Lv 58 HP 57295
Species Spiritual Fo

No.158 Cle the three-color floor mechanism 2

The second upper mechanism, though larger in scale, still follows the basic rule of stepping on the floor panels in the order red, yellow, blue. Refer to the diagram below, collect every item from the treasure chests, and proceed to the next floor. Also, if you obtain the "Aritomos Score" on this floor, then go back and defeat Deuteron (→P336) to obtain Sophie's powerful weapon, the "God Weapon."



No.159 Pass through Lambda Barrier 2 to the middle layer

(Event Data)

C231 "A Glimpse into the Past 1" P336
Trigger condition: Passing through Lambda Barrier 2

C232 "Layer of History" P336
Trigger condition: Discover the giant drill

C233 "Emerald's Mistake" P336
Trigger condition: Approach the last save point on the upper layer

After overcoming the second mechanism on the upper level and passing through Lambda Barrier 2, Asbel and the others envision Emeroad and Director Cornell arguing. Emeroad wants to dispose of Lambda, claiming that a creature implanted with Lambda's tissues transformed into a ferocious monster. Dr. Cornell opposes this to the end, but he is restrained by Emeroad and Lambda's disposal is carried out anyway. After witnessing this event, discover the "Giant Drill" and proceed to the middle layer.

Check! Obtain a Powerful Weapon from the Statue

If you insert an “Aritomos Core” — obtainable from chests in the Gardia Shaft — into the statue, you can fight the monsters listed below. Each is a tough enemy, but they always drop powerful weapons, so try to defeat them as you progress. However, Proton is an exception: it drops not a weapon but a material called “Argoirisu.” Carrying this material and completing Travel 65 “Memento Sword” (→P417) will grant Asbel’s weapon “Excalibur.”

Also, the locations and quantities of the “Aritomos Cores” are: two in the upper layer, three in the middle layer, and one in the lower layer. Meanwhile, there are two statues in the upper layer and four in the middle layer. Therefore, to fight all the enemies, you need to obtain the sixth “Aritomos Core” in the lower layer before returning to the middle and upper layers.

It's good for the decoy to draw the enemy's attention and for attacks to be made from a distance using indirect strikes.

▼ Boss Data

Broughton P500
No.216 Lv 66 HP 109138
Species Demon Poi

Deuteron P492
No.132 Lv 68 HP 114566
Species Demon Poi

Tetaruton P492
No.135 Lv 72 HP 125798
Species Yoma Wea

Triton P493
No.144 Level 70 HP 120120
Species Demon Poi

Hekton P502
No.227 Level 76 HP 137530
Species Demon Poi

Pempton P502
No.229 Lv 74 HP 131602
Species Demon Poi

Guardia Shaft (Middle Layer) DUNGEON MAP P337

No.160 Break Through Lambda Barrier 3

(Event Data)

- C234 “A Glimpse of the Past 2” P337
  Trigger condition: Pass through Lambda Barrier 3
- C235 "I can't say that with confidence" P337
  Trigger condition: Approach the first save point on the middle layer

When they arrive at the middle layer of the Gardia Shaft, Lambda Barrier 3 immediately blocks their path. As they pass through it, what comes to Asbel and the others' minds are images of Lamda cowering in the shuttle hangar, Dr. Cornell who escaped his restraints, and Emeraude leading humanoids. The doctor boards the shuttle with Lamda and attempts to flee to Ephynea. However, he is struck down by humanoid gunfire, and with his last words tells Lamda to "live on" before he dies.

No.161: Overcome the mechanism of spheres a

(Event Data)

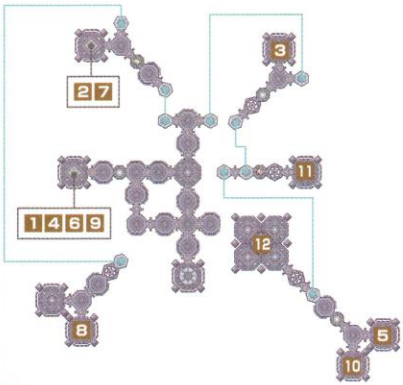
- C238 "It feels like it's getting closer..." P338
  Trigger condition: Approach the second save point on the middle layer
- C382 "Want to try spinning it?" P337
  Trigger condition: Move the sphere
- C237 "To these children" P338
  Trigger condition: Discover a forgotten being

In the middle layer, large-scale mechanisms that use the entire floor block progress twice. On the first floor that appears, there are green, orange, and pink crystals and pedestals, as well as green and orange spheres and their control devices. To advance, you need to match all the crystal and pedestal colors, but the crystals and pedestals are initially mixed up. Take crystals off the pedestals and, using the control devices to move the green and orange spheres aside, carry them to pedestals of the same color.

The mechanisms that appear on the next floor are basically exactly the same. Although there are slightly more crystal and pedestal colors, the warp connections are more intuitively graspable, making it rather easier to get through. If you still can’t clear it, refer to the shortest procedure example introduced on the next page.

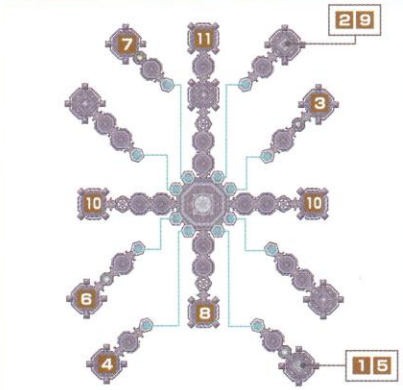
“Forgotten” on the second floor
The “Forgotten Being” can be discovered at any timing.

▼ Example solution procedure for the Sphere and Crystal mechanism 1



1 Operate the green orb con
2 Obtain a green crystal from the pink pedestal
3 Place a green crystal on the green pedestal to obtain an orange crys
4 Operate the green orb control device once
5 Place an orange crystal on the orange pedestal to obtain a pink crystal
6 Operate the green orb con
7 Place a pink crystal on the pink pedestal
8 Defeat Tetaruton
9 Operate the green orb control device once
10 Operate the orange control device once
11 Defeat Triton
12 Warp to the next floor

▼ Example solution steps for the Orb and Crystal Mechanism 2



1 Operate the blue orb control device once
2 Obtain a purple crystal from the black pedestal
3 Place the purple crystal on the purple pedestal and obtain a blue crystal
4 Place the blue crystal on the blue pedestal and obtain a red crystal
5 Operate the blue orb control device once
6 Operate the yellow orb control device once
7 Place the red crystal on the red pedestal and o
8 Place the white crystal on the white pedestal and obtain a black crystal
9 Place the black crystal on the black pedestal
Defeat 10 hectons or pemptons
11 Defeat Wilbius and warp to the lower level

No.162 Defeat Wilbious and pass through Lambda Barrier 4

(Event Data)

□C236 "A Glimpse into the Past 3" P338

Trigger condition: Pass through Lambda Barrier 4

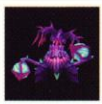
After breaking through the second mechanism on the middle layer and proceeding north, you will enter combat with Wilbious. After defeating Wilbious and passing through the Lambda barrier, a scene comes to Asbel and the others' minds in which the Lambda who arrived at Efinea is despised as a monster by the people and targeted for death by Sophie. The scene then shifts to the royal capital's underground seven years earlier. There, Lambda, who shared the same circumstances as the young Richard—who was being targeted by his retainers—enters Richard's mind and utters the words "Live."

BOSS Wilbivus ×2

In the battle against Wilbius, if you lose you cannot retry on the spot. After solving the ball and crystal puzzle 2, it would be wise to save just in case. In the early stages of the fight, you can overwhelm him by focusing on spells and skills such as "Demon King's Flame Wave", "Vanish Flow", and "Flare Shot". However, be careful of the Visaby that is periodically summoned one at a time, and the five Mandratshete that are summoned in exchange for himself when his HP becomes low. If you leave these alone, your backline will be put in danger, so use the "Follow the Leader" tactic to prioritize defeating them as soon as they appear.

Use wide-area techniques such as "Collapse Thunder Kill" or "Demon

▼ Boss Data



Wilbius P481
No.021 Lv 61 HP 105353
Species Plant Weak

Vizabby P480
No.020 Lv 61 HP 12345
Species Insect Weak

Mandratatee P504
No.251 Lv 52 HP 9544
Species Plant Weak

Gardia Shaft (Lower Layer) DUNGEON MAP P339

No.163 Defeat Proserpina

(Event Data)

C239 "This is the final battle!" P339

Trigger condition: Approach the save point at the deepest area

There are no particular traps in the lower levels of Gardia Shaft; only three bosses await. The first opponents are two Proserpins. There are fewer enemies than the Wilbius you fought earlier, so this battle is easier. If you lose you can retry, but if your recovery items and potions have been depleted during exploration up to this point, it is recommended—both for saving and resupplying—to return to the shuttle to restock.

Deliver a powerful strike to the Violent Star monster. Make sure to [illegible]

BOSS Proserpina ×2

You won't stand a chance if two high-attack Proserpinas attack you at once. First, use the "Follow the Leader" tactic to concentrate your attacks on one of them and defeat it. A particularly effective move is Asbel's "Wind Fang Absolute Bite," which exploits both of the enemy's weaknesses to deal massive damage. However, because the enemies float at high altitude, it's hard to hit them with that move directly. Start with the quick "Evil Spirit Slash," which can also remove the Violent Star barrier, then chain into the long-bind "Demon King Flame Wave" to drag the enemies down near the ground. After that, strike with "Wind Fang Absolute Bite." Alternatively, wait for allied attacks to bring the enemies down closer to the ground and then target them.

Strong against upward directions
It is good to have allies support with "Vanish Flow" and "Sca[illegible]det", which are strong in the upward direction.

▼ Boss Data

Proserpina P501

No.218 Lv 64 HP 115016

Race Insect Weakness

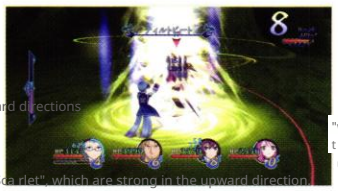
No.164 Prepare for the Battle with Richard

Once you defeat Proserpina, the deepest area where Richard and Lambda await is just ahead. There are warp points and save points there that allow free movement between the upper, middle, and lower layers, so prepare carefully for the final battle.

First, make sure to defeat all the enemies introduced on page 332 to obtain powerful weapons. Next, extract gems with the Angel trait, which is effective against fiends, from the "Dream Frange" and equip them on your attackers. Character levels should be around 60 if you plan to take on the Normal battle rank. If your level is insufficient, raise your battle rank and grind on the unexplored snowy paths. Enemies here have weaknesses skewed toward Beast and Burn, so equip "Levantine" and center your strategy on the "Demon King Flame Wave" to efficiently earn experience. By the way, "Levantine" is dropped by Veig, who appears on the 30th floor of the Arena Island. Refer to page 440 for strategies on defeating Veig.

BOSS Richard

Overall their abilities have increased and they use more techniques, but fundamentally they are the same enemy Richard fought in the Lambda Cocoon. To prevent Richard from doing as he pleases, it is important to exploit as many weaknesses as possible to prolong the enemy's stagger time and chain spells/skills so that attacks do not pause. Suitable spells/skills to pin Richard down are, for Asbel: "Lightning Slash Burst", "Icebreaking Blade", "Evil Spirit Flash", and "Demon King Flame Wave". For Hubert: "Scarlet" and "Tilt Beat"; for Malik: "Vanish Flow". If you set them to use only these spells/skills, you can often win without letting Richard do much. However, the V-shaped shockwave after he raises both hands and the secret art during Eres Break remain very powerful, so be careful to avoid taking them as much as possible.



Fill the gap of "Vanish Flo "w" with "Til t Beat" to follow up for them.

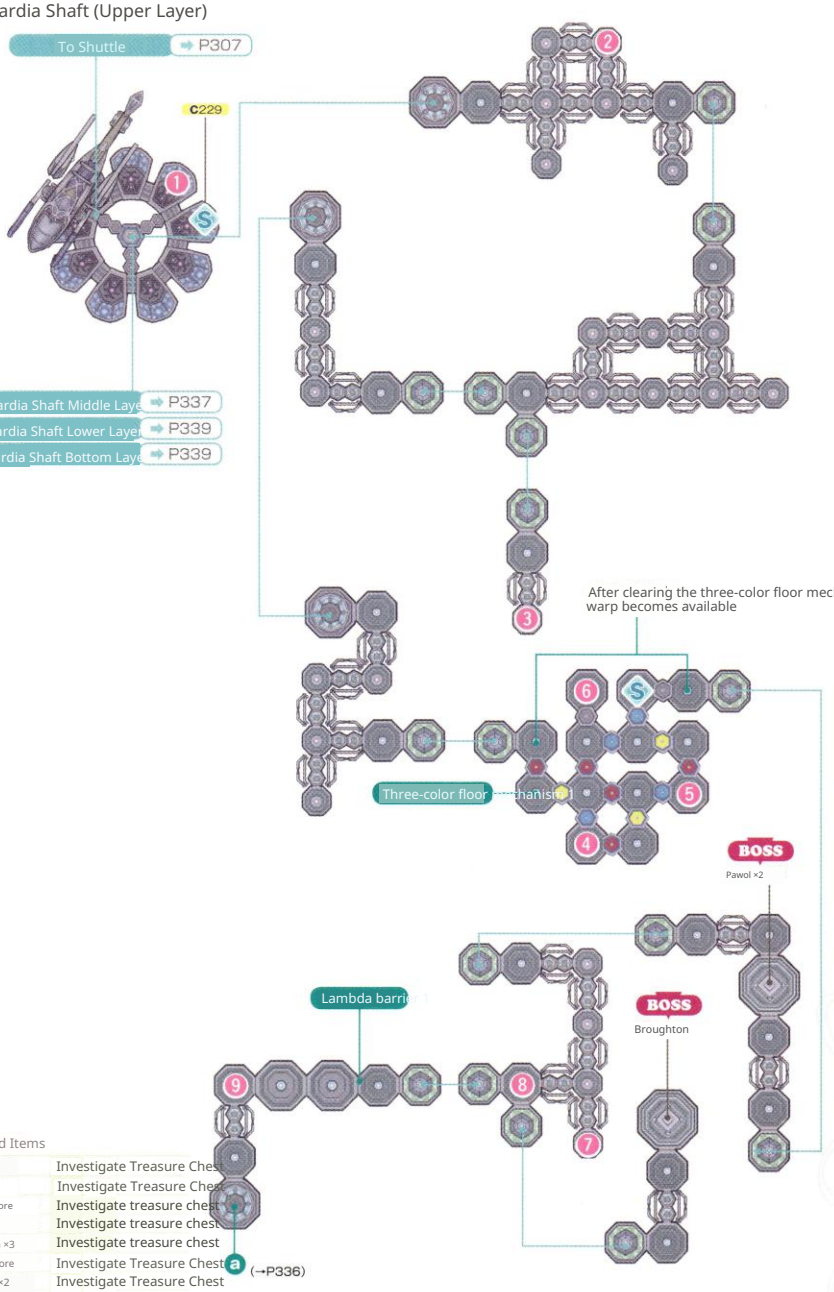
▼ Post Data

Richard (D) P507

No.286 Lv 68 HP 140048

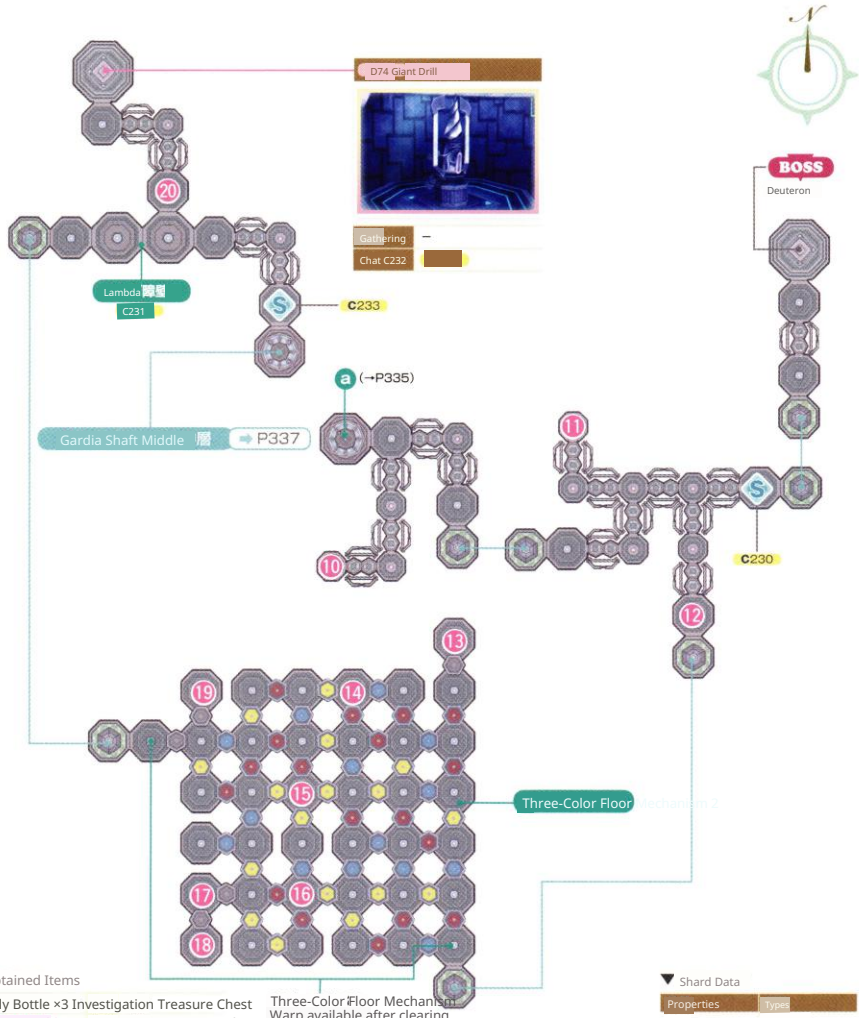
Species Violent Star

Map: Gardia Shaft (Upper Layer)



▼ Obtained Items

Red Sage	Investigate Treasure Chest
7267 Gald	Investigate Treasure Chest
Aritomos Score	Investigate treasure chest
All Divide	Investigate treasure chest
Grape Gum ×3	Investigate treasure chest
Aritomos Core	Investigate Treasure Chest
Life Bottle ×2	Investigate Treasure Chest
Hourglass	Investigation Treasure Chest
825 Energy	Investigate Treasure Chest



▼ Obtained Items

Holy Bottle ×3	Investigation Treasure Chest
Impenetrable Grin	Investigate Treasure Chest
7,830 gald	Investigate Treasure Chest
Energy Bottle C	Investigate Treasure Chest
Hourglass	Investigate Treasure Chest
Aritomos Core	Investigate Treasure Chest
Red Lavender	Investigate Treasure Chest
Elixir	Investigate Treasure Chest
Life Bottle ×2	Investigate Treasure Chest
Red Rosemary	Investigate Treasure Chest
Mastery C	Investigate Treasure Chest

▼ Shard Data

Properties	Types
Elegant	Attack
Antique	Defense
Prickly	Poison
Chill	Mind
Weighty	Paralyze
Stimulating	Resist
Mysterious	Rise
Gorgeous	Hit

▼ Enemy Data

Chalcus Wolf No.054 Mo

Drop Sharp Teeth (24%)
Emperor's Claw (12%)
Minced Meat (6%)

Glan Golem No.077 Inorganic

Earth-Spirit Vessel (24%)
Potato (12%)
Strange Gear (6%)

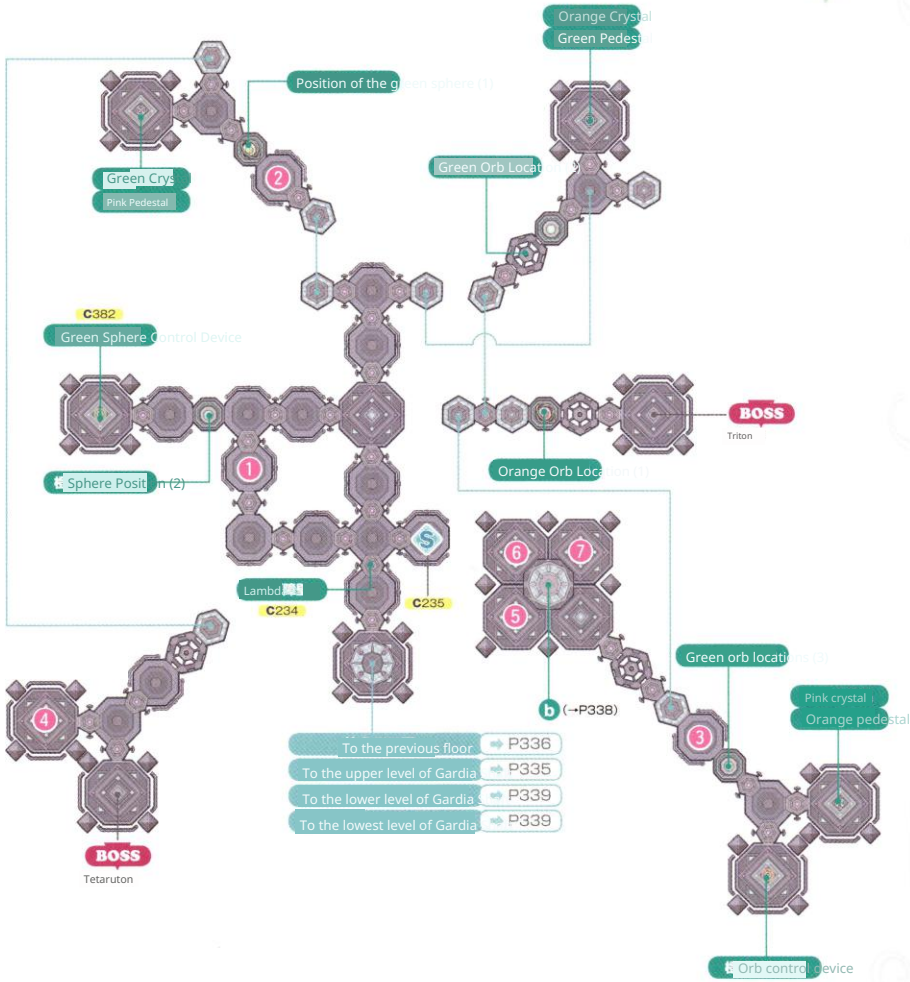
Keimorn Harby No.075 Yu

Beautiful Feather (24%)
Fal
Milk (12%)
Chocolate (6%)

Skier Eagle No.103 Dec

Finest Fur (24%)
Egg (12%)
Beautiful Feather (6%)

Map: Gardia Shaft (Middle Layer)

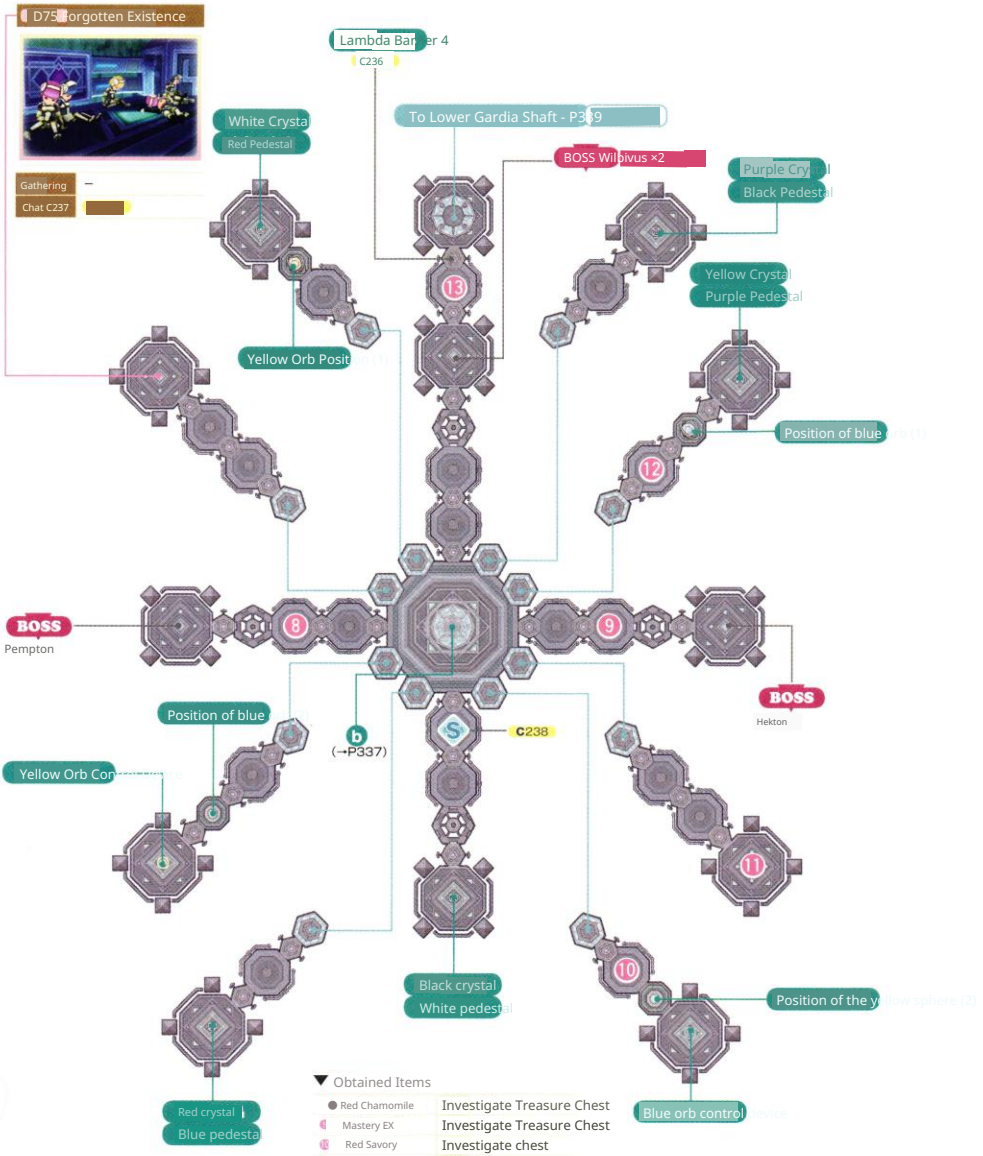


▼ Acquired items

Red Verbena	Investigate Treasure Chest	
Aritomo score	Investigate Treasure Chest	
Banashia Bottle ×2	Investigate: Treasure Chest	
Red Saffron	Investigate Treasure Chest	
840 energy	Investigate Treasure Chest	
Liqueur Bottle ×2	Investigation Treasure chest	
Duality	Investigate Treasure Chest	

▼ Shard Data

Properties	Types
Gentle	Defense
Stubborn	Mind
Oppressively hot	Freeze
Ominous	Resist
Severe	Burn
Gentlemanly	Hit
Groundbreaking	Exceed
Heartful	Evade



▼ Obtained Items

Red Chamomile	Investigate Treasure Chest
Mastery EX	Investigate Treasure Chest
Red Savory	Investigate chest
Aritomos Core	Investigate chest
Energy Bottle EX	Investigate chest
Life Bottle ×3	Investigate chest

▼ Enemy Data

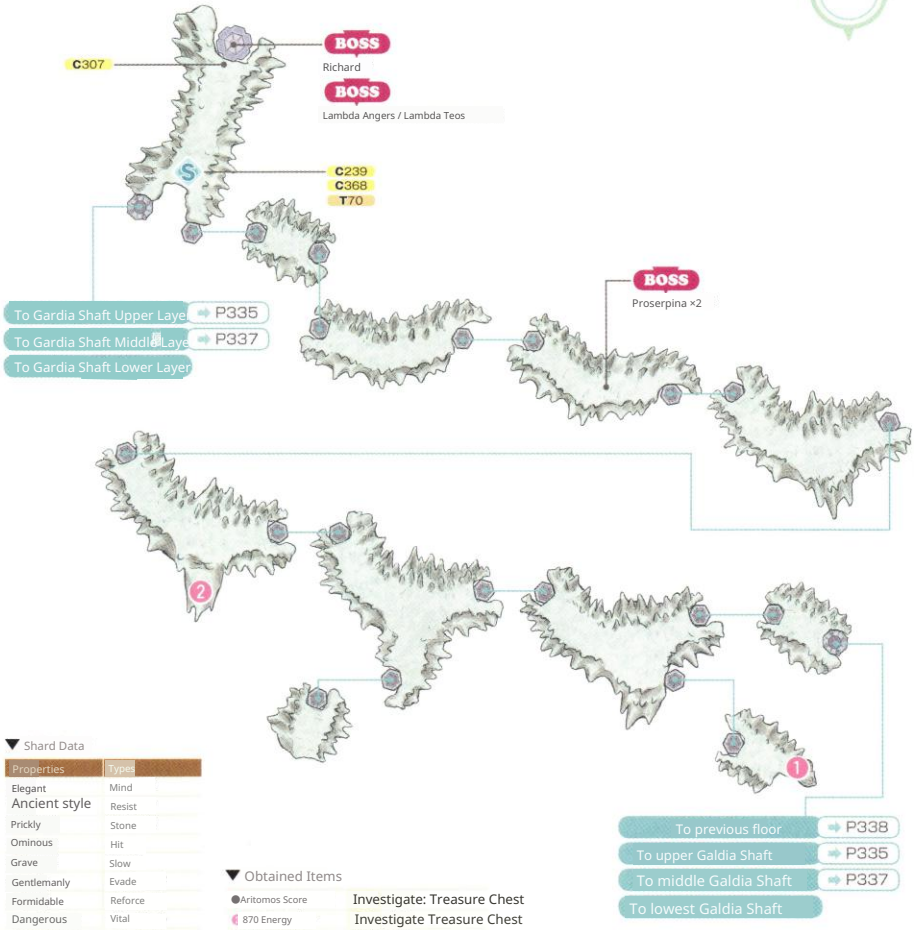
Turivaryzard No.139 Reptile
- Dragon Scale (24%)
- Pork (12%)
- —

Vizabby No.020 Insect
- Rice (24%)
- Holy Tree Golden Branch (12%)
- Tea leaves (6%)

Naosraptor No.151 Reptile
- Emperor's Claw (24%)
- Chicken (12%)
- Dragon Scale (6%)

Marmalo Stortus No.247 Reptile
- Falling Water Sprite's Shell (24%)
- Crab (12%)
- Eel (6%)

Map: Gardia Shaft (Lower Layer/Lowest Layer)



▼ Shard Data

Properties	Types
Elegant	Mind
Ancient style	Resist
Prickly	Stone
Ominous	Hit
Grave	Slow
Gentlemanly	Evade
Formidable	Reforce
Dangerous	Vital

▼ Obtained Items

Aritomos Score	Investigate: Treasure Chest
870 Energy	Investigate Treasure Chest

▼ Enemy Data

Marquisius Demon No.245 Fiend
- Peach (24%)
- Secret Fruit (12%)
- White wine (6%)

Dracorn Ghost No.142 Spirit
- Clear Core (24%)
- Beef (12%)
- Special Beef (6%)

Nyx Shade No.153 Spirit
- Falling Rice (24%)
- Sharp Teeth (12%)
- Amazing Bone (6%)

Adamant Weapon No.007 Inorganic
- Fell Decayed Sword (24%)
- Dropped Carrot (12%)
- Strange Gear (6%)

Phobos Eye No.197 Fiend
- Drop Dangerous Liquid (24%)
- Fall Cheese (12%)
- Clear Core (6%)

Chapter 36

"The End of Battle"

Having regained consciousness during the final battle fought before the Star Core, Richard attempts to take Lambda with him as they vanish, but Lambda does not allow it. Before Asbel and the others who rescued Richard, Lambda finally reveals himself.

Galdia Shaft (Lower Level) | UNGEON MAP P339

No.165 Settle the Matter with Lambda

After defeating Richard, there is an event sequence followed immediately by a consecutive battle with Lambda Angelus, though you can change party members just before it. Defeating Lambda Angelus triggers Asbel's title "Graces" and then the ending begins.

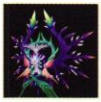
BOSS Lambda Angers

Lambda Angers has many attacks that can inflict fatal damage here. In particular, its attacks become devastating when the enemy's HP is low, repeatedly unleashing powerful area attacks including its secret art, so once you are forced onto the defensive it is difficult to recover. Therefore, in this battle it is important to prevent the enemy from attacking and keep your allies attacking.

Recommended party for the Lambda Angers fight: Asbel, Sheena, Hubert, and Malik. Set Asbel to use fast moves that break the Violent Star Barrier such as "Evil Spirit Slash" and "Thunder Slash Impact", and also other weakness-exploiting skills like "Wind Fang Rending Bite" and "Demon King Flame Shock Wave". Set Sheena to use only "Nurse", Malik to use only "Vanish Flow", and Hubert to use "Scarlet" and "Tilt Beat". The recommended player-controlled character is Asbel or Hubert. Then, while guarding and stepping to block enemy attacks and building CC, continue attacking to support your allies.

Activating "Nurse" together with using the "Life Bottle" makes it easier to regain your footing.

▼ Boss Data



Lambda Angels				P506
No.276	Lv	75	HP	203200
Species	Violent Star Barrier			

Check! Post-clear bonus #1

One of the post-game delights is the high-difficulty hidden dungeon Zoon Cage (→P460). To go to Zoon Cage, first load a cleared save, then view Chat 368 "Summoned" at the save point on the lowest floor of Galdia Shaft. After that, go to Lord Rant's manor and examine the mark in the garden, then defeat the enemies that fall from the sky. Clearing Zoon Cage will cause Lambda Teos to appear deep within Galdia Shaft in place of Lambda Angers. Defeating this is arguably one of the ultimate goals of the game. Refer to page 473 and accomplish the feat of defeating it.

Lambda Teos may look the same as Lambda Angels, but their strength

Temuda, who tightened with terrifying force

Check! Post-clear bonus Part 2

The other fun after clearing the game is that you can start over while carrying over various data. By using the Grade Shop (→P181) at that time, you can add unique elements that were not present in the first playthrough, adjust the amount of experience and SP gained, and modify the damage taken by enemies and allies, allowing you to customize the game rules to your liking. Also, you can play the new episode "Chronicle Toward the Future" which begins six months after the battle with Lambda.

On the title screen select "Extras" and choose this option to enable New Game+ carryover play.

Chapter 37

"Sophie of Anguish"

Lineage Toward the Future

Six months after the battle with Lambda. Asbel and Sophie, who have begun their lives as the lord and lady of Rant, visited Aston's grave. Hearing Asbel speak about the death of a person there, Sophie is troubled by the realization that she is different from humans.

Rant | TOWN | MAP P215

No.166 Return to the Lord's Ma

(Event Data)

- C241 "In the Six Months..." P215
  Trigger Condition: Discover the Lord's Grave
- T81 "Turtle Cart Blockade" P326
  Trigger Condition: Talk with the kame-nin located deep within the kame-nin headquarters
- C242 "A Well-Arranged Engagement" P216
  Trigger Condition: Approach Asbel's desk in his room
- C243 "Evaluation as a Lord" P216
  Trigger condition: Approach the desk in the office
- T67 "Twenty Years Ago" P216
  Trigger condition: Inspect the bookshelf in the office

After the event at the graveyard ends, Asbel and Sophie each obtain the titles "Lord of Rant" and "Sophie-chan," respectively. First they return to the lord's mansion; on the way, be sure to check the discovery "Lord's Grave." Finding it also triggers Chat 241 "Within Half a Year..." When you return to the lord's mansion, Asbel's mother Kelly tells him that he has received many marriage proposals. Asbel is bewildered, but Barry then appears with a report that monsters have appeared on the East Rant Road, and they set out to provide aid. Inside the lord's mansion, two chats and Travel 67 "Twenty Years Ago" occur, so view those before heading to East Rant Road.

Items and ether spots at the start of the "Lineage to the Future" chapter carry over from after the Lambda Angels battle, so be sure to replenish items and energy and reset things like cooking and spellbooks. Note that while you can travel worldwide by shuttle, you still cannot go to locations on Fodla. Also, you will be unable to enter the Zo'on Cage during the "Lineage to the Future" chapter.

At Kamenin Headquarters, Travel is also occurring, so be sure to check it out.

East Rant Highway | FIELD | MAP P212

No.167 Approach the Hut Beside the High

The enemies appearing on the East Rant Highway have been completely refreshed with much stronger ones, so be careful if you engage in battle. Also, if you fly to the East Rant Highway by shuttle, you can be transported right in front of the hut. Use the shuttle if you want to avoid u

BOSS Maxixios Demon ×2

The Maxixios Demons fought here have the same abilities as those that appear in Galdia Shaft. There are only two here, so they should not be overly difficult. If you concentrate attacks on one, the other will strike with Restless Sword, so set your allies' tactic to "Spread Out and Attack."

▼ Boss Data

Marquisius Demon P503

No.245 | Lv 64 | HP 18171

Species: Demon | Power

Rant | TOWN | MAP P215

No.168 Proceed to Baronia (event data)

- C244 "Asbel's First Solo Journey" P212
  Trigger condition: Approach the save point near Rant on the East Rant Road

When you return to the lord's manor, Sophie will leave the party and you will obtain "A Letter from Richard." The letter requests Asbel's cooperation to strike at the monsters' lair. After that, confirm Sophie is not in the guest room, then head to Baronia.

When taking the shuttle to Baronia, be careful not to miss Chat 244.

Chapter 38

"Baronia After Six Months"

Lineage Toward the Future

Leaving Sophie behind, Asbel visits Baronies alone and reunites with Richard and the others. He learns that monster attacks are spreading across the world. To resolve the situation, he sets out for the monsters' lair that Richard discovered beneath the Great Viridian Stone.

Baronia — TOWN — MAP P210

No.169 Reunion with Sheria at Baronial Castle

When you arrive in Baronia, first head to Baronial Castle. Upon entering the castle, just like with Asbel, you will receive a request for aid from Richard, and you will reunite with Sheria, who has already arrived in Baronia. After the conversation, Sheria joins the party and you simultaneously obtain the title "Wandering Healer." After that, proceed to the throne room where Richard is waiting.

From Sheria's stories of flying around various places as part of the relief corps, one can gain a current state of the world.

Baronia Castle — DUNGEON — MAP P242

No.170 Head to the Throne Room

(Event Data)

- C246 "Asbel After a Long Time" — P242
  Trigger condition: Approach the save point in front of the Audience Chamber
- C245 "Admiring My Older Brother" — P210
  Trigger condition: Approach the Great Greenstone
- T13 "The Two Who Are Depressed" — P215
  Trigger condition: In Rant, examine the ☆ mark in front of Sheria's house

When you move to the throne room, you reunite with Richard. Hubert and Malik also arrive, and a meeting is held about measures against the monsters. At the meeting, like in Windor, it is reported that monster damage is also increasing in Strata and Fendel, and it is decided to investigate the ruins discovered beneath the royal capital, which are thought to be one of the causes. After the meeting ends, Richard, Hubert, and Malik will each obtain the titles "King of Windor," "Major of the Anti-Monster Headquarters of the Violent Star," and "Master of Fendor" respectively and join the party, so organize your members. Also, if you return to Rant at this point, Travel 13 "The Two Who Are Depressed" will have occurred. It's a good idea to return to Rant once and check.

Check! Richard rejoins the party

While Richard was separated from the party, he still gained experience points and SP, so upon rejoining he is at roughly the same level as the other members. Also, titles acquired based on held gald—such as "Femto National Budget"—if their conditions were already met earlier, will already have been obtained at this point, and the SP for each title will have been automatically added. His equipment has been significantly powered up compared to when he left in Scenario No.058, so he can be deployed in battle immediately as an effective combatant.

Remember to change gem equipment and technique usage settings a

Capital Underground — DUNGEON — MAP P343

No.171 Explore the Underground of the Royal Capital

(Event Data)

- C247 "Yearning to Pursue an Ideal" — P343
  Trigger condition: Approach the entrance of the Mysterious Ruins (Wind Engine
- C266 "Like a Jewelry Box" — P261
  Trigger condition: Enter Yuriberute
- C265 "Current State of the Oswell Family" — P262
  Trigger condition: Approach the fountain in the Yuriberute residential district

When Richard and the others join the party, Chat 247 "Yearning to Pursue an Ideal" and Chat 266 "Like a Jewelry Box" occur in Yuriberute. It's a good idea to visit before heading to the royal capital underground. The enemies that appear in the royal capital underground are the same as before, but reconfirm Richard's artes here in preparation for upcoming battles. Also, new treasure chests have been placed, so be sure to collect them. Soldiers stand along the path leading to the mysterious ruins thought to be the monsters' dwelling; go down to the right from there. Activating a newly appearing device will transport you into the ruins' interior.

Map Data

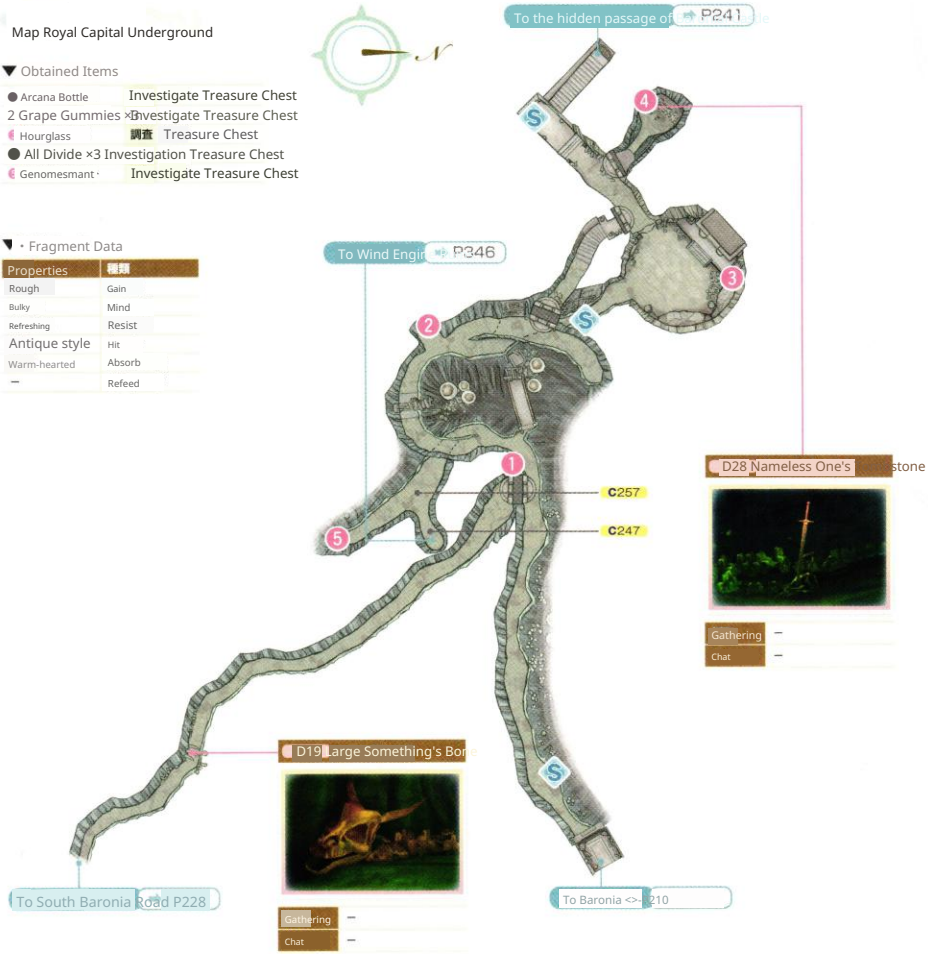
Map Royal Capital Underground

▼ Obtained Items

● Arcana Bottle	Investigate Treasure Chest
2 Grape Gummies ×1	Investigate Treasure Chest
Hourglass	調査 Treasure Chest
● All Divide ×3	Investigation Treasure Chest
Genomesmant ·	Investigate Treasure Chest

▼ · Fragment Data

Properties	種類
Rough	Gain
Bulky	Mind
Refreshing	Resist
Antique style	Hit
Warm-hearted	Absorb
—	Refeed



▼ Enemy Data

Chapter 39

"Under the Royal Capital"

Lineage Toward t

The party that began investigating the wind-engine ruins spreading beneath the Great Emerald Stone found themselves trapped by the power of an unfamiliar monster living in its deepest part. At that moment, Lambda, who had been sleeping within Asbel, awakened and lent Asbel his power.

Wind Turbine Ruins DUNGEON MAP P346

No.172 A ming to Rejoin the Party

(Event Data)

- C248 "Being Popular Is Tough" P346
  Trigger condition: Approach the save point at the entrance
- C249 "Gentlemanly Behavior" P347
  Trigger condition: Go to the west side of the starting point on Basement
- C251 "Marriage Is Great?" P346
  Trigger condition: Go to the west side of the midpoint on Floor 1
- C250 "Oath, Once More" P347
  Trigger condition: Discover the Eloquent Stone

When you proceed a little from the entrance of the Wind Engine Ruins and reach a plaza, Wilbivius suddenly flies in from above and the footing collapses. Caught in it are Richard and Asbel, who tried to save him; both fall to the lower level. Immediately afterward, the remaining three are forced into battle with Wilbivius. From then on, you will proceed split into two parties for a while, so switch between the parties as you advance deeper and aim to reunite.

There is a device beside the fall point that can be used like a shop. Replenish what you need.

BOSS Wilbius

Here you control Hubert: chain his A attacks while using weakness-exploiting moves like "Flare Shot" and "Scarlet." Have the other two support from the rear with spells. Once their HP is reduced sufficiently, they split into four Mandratae—use wide-area spells to wipe them out.

▼ Boss Data

Wilbius P481

No.021 Level 61 HP 105353

Species Plant Weak

No.173 He ling Deeper into the Ru

(Event Data)

- C252 "The Relationship Between the Two" P347
  Trigger condition: Go to the west side of the party reunion point
- C254 "A Nice Atmosphere" P346
  Trigger condition: Discover the Foundation of the Wind Engine
- C253 "What It Means to Grow Older" P347
  Trigger condition: Approach the save point on the north side of Basement Floor
- C255 "What Must Not Be Done" P347
  Trigger condition: After defeating the Legend Wyvern, backtrack a short distance

The route to the rendezvous point is almost a straight line, so have each party knock the platform stones forward as they advance deeper. After reuniting, reorganize the party and push further ahead. When you reach Basement Floor 2, you will battle the Legend Wyvern. After defeating it, be sure to collect the "Radiant Howl" from the chest on the right, discover the "Wind Engine Foundation" discovery, and then return to the royal capital's underground.

BOSS: Legend Wyvern ×3

In this battle, when the Legend Wyverns lose a certain amount of HP an event occurs, awakening Lambda's power that slept within Asbel and enabling Accel Mode. From then on, activate Accel Mode with Asbel and focus on defeating them one by one with concentrated attacks.

The enemies' breath attacks can cause Burn status, so you'll want to prevent it with "Burning Check."

▼ Boss Data

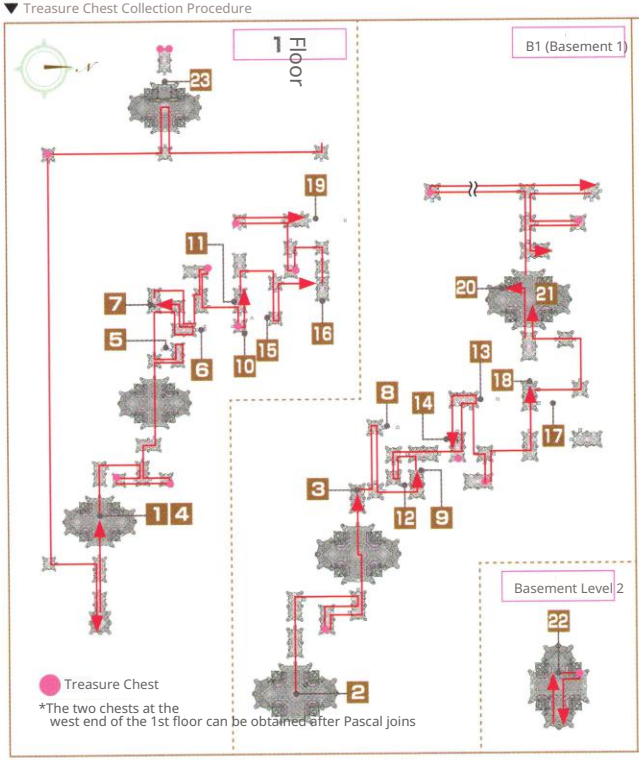
Legend Wyvern P509

No.300 Level 68 HP 67565

Species Child Tribe Wind

In this battle, the Axel Gauge will surge rapidly. It should activate each time it ex

▼ Treasure Chest Collection Procedure


1 Floor
B1 (Basement 1)
Basement Level 2
Treasure Chest
*The two chests at the west end of the 1st floor can be obtained after Pascal joins

1 Defeat Wilbyus
2 Begin exploration with Asbel and company
3 Switch the party
4 Begin exploration with Hubert and company
5 Use the moving floor to bounce the floating stone down
6 Use the moving floor to bounce the floating stone down
7 Switch party
8 Use the moving floor to bounce the pumice to Floor 1 a
9 Switch party
Use the moving floor to bounce the pumice to Basement 1
11 Switch party
12 Discovery: Find "The Eloquent Stone"
13 Use the moving floor to bounce the pumice to Floor 1 ar
14 Switch party
15 Use the moving floor to bounce the pumice to Basemen
16 Switch party
17 Use the moving platform to bounce the pumice to the fi
18 Switch party
19 Use the moving platform to bounce the pumice stone d
20 Switch party
21 Reunite with your companions
22 Defeat the Legendary Wyvern
23 Discover the "Foundation of the Wind Engine"

Capital Underground DUNGEON MAP P343

No.174 Return to Baronia

(Event Data)

☒ C257 "One More Communicator" P343
Trigger condition: Move a short distance toward the entrance

When you return to the royal capital's underground, you receive a communication from Pascal informing you that Sophie is visiting Ammalcia Village and wants to consult about Fodla. If Sheria has acquired the title "Sharp Sheria," head to Ammalcia Village.

Baronia TOWN MAP P210

No.175 Head to Ammalcia Village

(Event Data)

C256 "The Situation in Belannic" P277
Trigger condition: Approach the inn's save point in Belannic

C258 "The Zavett Improvement Plan" P281
Trigger Condition: Approach an inn save point in Zavet

☐ C312 "Resting at the Inn..." P232
Trigger condition: Enter Grellside

☐ T76 "Shelia's Cold" P232
Trigger condition: At Grellside, examine the ☆ mark in front of the inn's reception

☐ 313 "The Woman Who Lives in Memories" P210
Trigger condition: Approach the entrance of the cathedral in Baronia

☐ T77 "The Name of the Flower of Memories" P277
Trigger condition: Inspect the inn's ☆ mark in Belannic

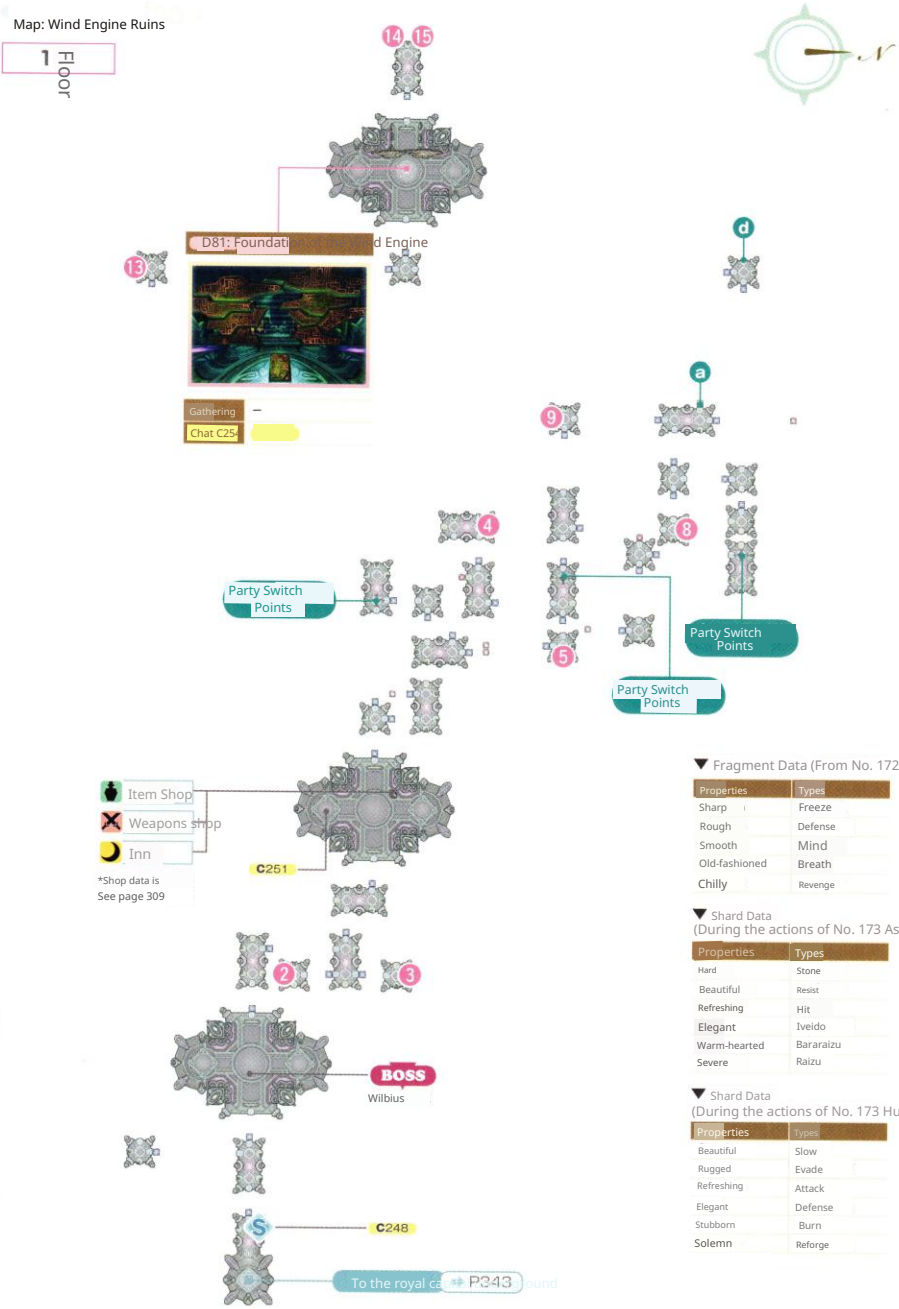
After clearing the Wind Engine Ruins, chats and travels occur across the world. In two of the travels, Sheria and Malik each obtain the titles "Walking Together" and "Memories of Youth," respectively, so you may want to watch them before heading to Ammalcia Village.

Here you can obtain a certain title, and Sheria and Malik can learn the Axel Sec

Map Data

Map: Wind Engine Ruins

1 Floor



▼ Fragment Data (From No. 172)

Properties	Types
Sharp	Freeze
Rough	Defense
Smooth	Mind
Old-fashioned	Breath
Chilly	Revenge

▼ Shard Data
(During the actions of No. 173 Asbel and others

Properties	Types
Hard	Stone
Beautiful	Resist
Refreshing	Hit
Elegant	Iveido
Warm-hearted	Barараizu
Severe	Raizu

▼ Shard Data
(During the actions of No. 173 Hubert and other

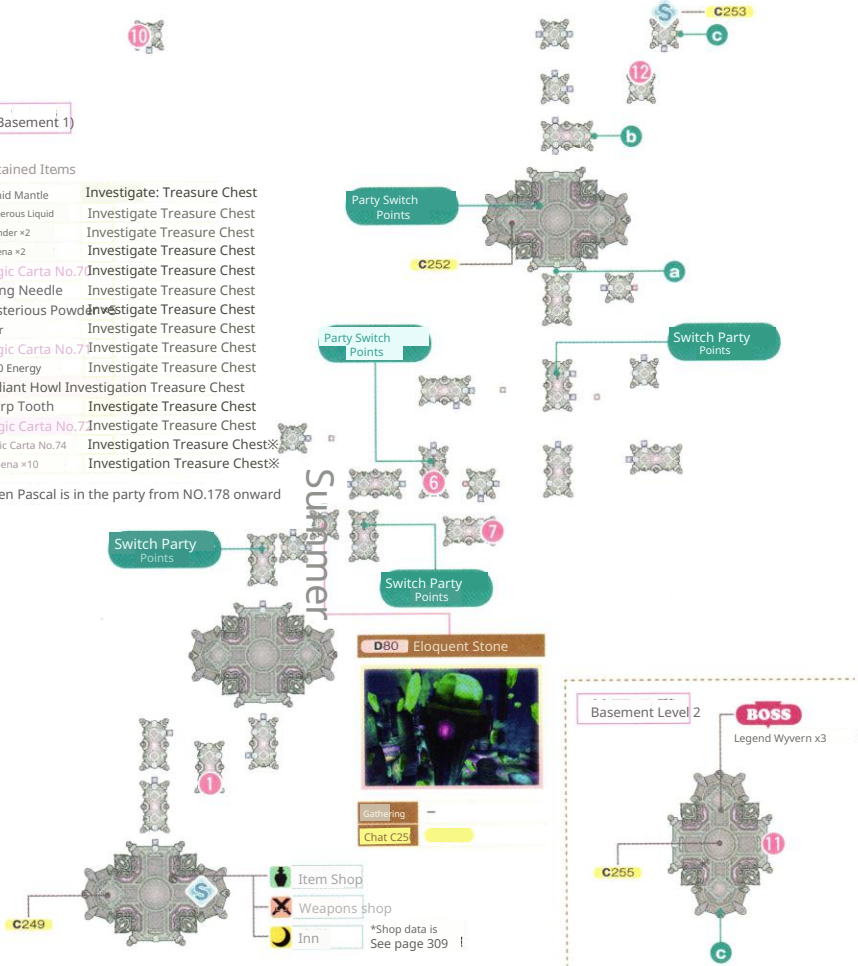
Properties	Types
Beautiful	Slow
Rugged	Evade
Refreshing	Attack
Elegant	Defense
Stubborn	Burn
Solemn	Reforge

B1 (Basement 1)

▼ Obtained Items

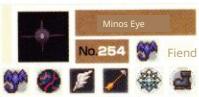
Sylphid Mantle	Investigate: Treasure Chest
Dangerous Liquid	Investigate Treasure Chest
Lavender ×2	Investigate Treasure Chest
Verbena ×2	Investigate Treasure Chest
Magic Carta No.71	Investigate Treasure Chest
Killing Needle	Investigate Treasure Chest
Mysterious Powder	Investigate Treasure Chest
Elixir	Investigate Treasure Chest
Magic Carta No.71	Investigate Treasure Chest
1000 Energy	Investigate Treasure Chest
Radiant Howl	Investigation Treasure Chest
Sharp Tooth	Investigate Treasure Chest
Magic Carta No.71	Investigate Treasure Chest
Magic Carta No.74	Investigation Treasure Chest※
Verbena ×10	Investigation Treasure Chest※

※ When Pascal is in the party from NO.178 onward



Summer

▼ Enemy Data



Fallen Rusted Sword (24%)
Dangerous Liquid (12%)
Mince (6%)

Poison Needle (24%)
—
—

Minced Meat (12%)
Beneficial Tooth (4%)
Sharp Tooth (3%)

Raw Needle (8%)
Onion (4%)
Instant-Death Needle (3%)

Sharp Teeth (24%)
Emperor's Claw (12%)
Minced Meat (6%)

Highest-grade Fur (24%)
Egg (12%)
Beautiful Feather (6%)

Earth-Spirit Vessel (24%)
Potato (12%)
Strange Gear (6%)

Chapter 40

"Rescue at the Iceberg Ruins"

Lineage Toward the

Responding to Pascal's summons, Asbel and the others visited the village of Anmarchia. However, Pascal and Sophie had gone to aid the Fendel Iceberg Ruins, which had been attacked by monsters. The party follows after them and heads to the Iceberg Ruins.

Village of Anmarchia TOWN MAP P285

No.176 Enter the Village of Anmarchia

(Event Data)

■ C259 "Greeting the Neighbors" P285

Trigger condition: Approach a save point

Upon moving to the village of Anmarchia, Poisson appears before Asbel and the others. From Poisson they learn that Sophie and Pascal are absent and that contact has been lost with the soldiers assigned to guard the Fendel Iceberg Ruins, so they went to deal with the situation. After viewing Save Point chat 259 "Greeting the Neighbors", head to the Fendel Iceberg Ruins.

Fendel Glacier The ruins have apparently already been subjected to large-scale monster attacks.

Fendel Iceberg Ruins DUNGEON MAP P349

No.177 Search for Sophie and Pascal

(Event Data)

C260 "Reason for Irritation" P350

Approach the second save point as an occurrence condition

☐ C261 "Reconciliation" P350

Trigger condition: Approach the save point at the deepest area

☐ C316 "Lovely Cloak" —

Occurrence condition: Richard equips the "Evreice Mantle"

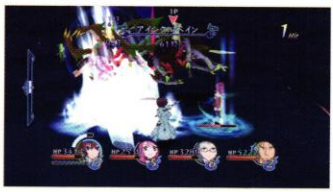
☐ T80 "Poisson Appears" P271

Occurrence condition: Advance to victory on Riot Peak in the Colosseum Island

The mechanisms in the Fendel Glacier Ruins are unchanged from the previous visit, and the icicles are already fallen. Move only the obstructing ice blocks and make your way to the deepest area. However, new treasure chests have been placed, so be sure to collect the chests along the way. In particular, take care not to miss the passage at the back of the floor that contains the Great Crimson Garnet.

BOSS Titonos ×4

You will face four enemies at once, but Titonos have low HP, so set the party members' strategy to "Follow the Leader" and take them down quickly one by one. The long-range, weakness-exploiting "Crack Beast" is effective, so having Hubert in the party will make the battle easier.



Make the playable character act as a decoy, and attack from the rear with w

▼ Boss Data

Titonos P492

No.131 Lv 72 HP 26127

種族 昆虫 points

Village of Anmarchia TOWN MAP P285

No.178 Heading Toward the Lon

(Event Data)

■ C262 "Not Feeling Well" P285

Approach between the occurrence conditions

☐ C263 "Shocking Truth" P285

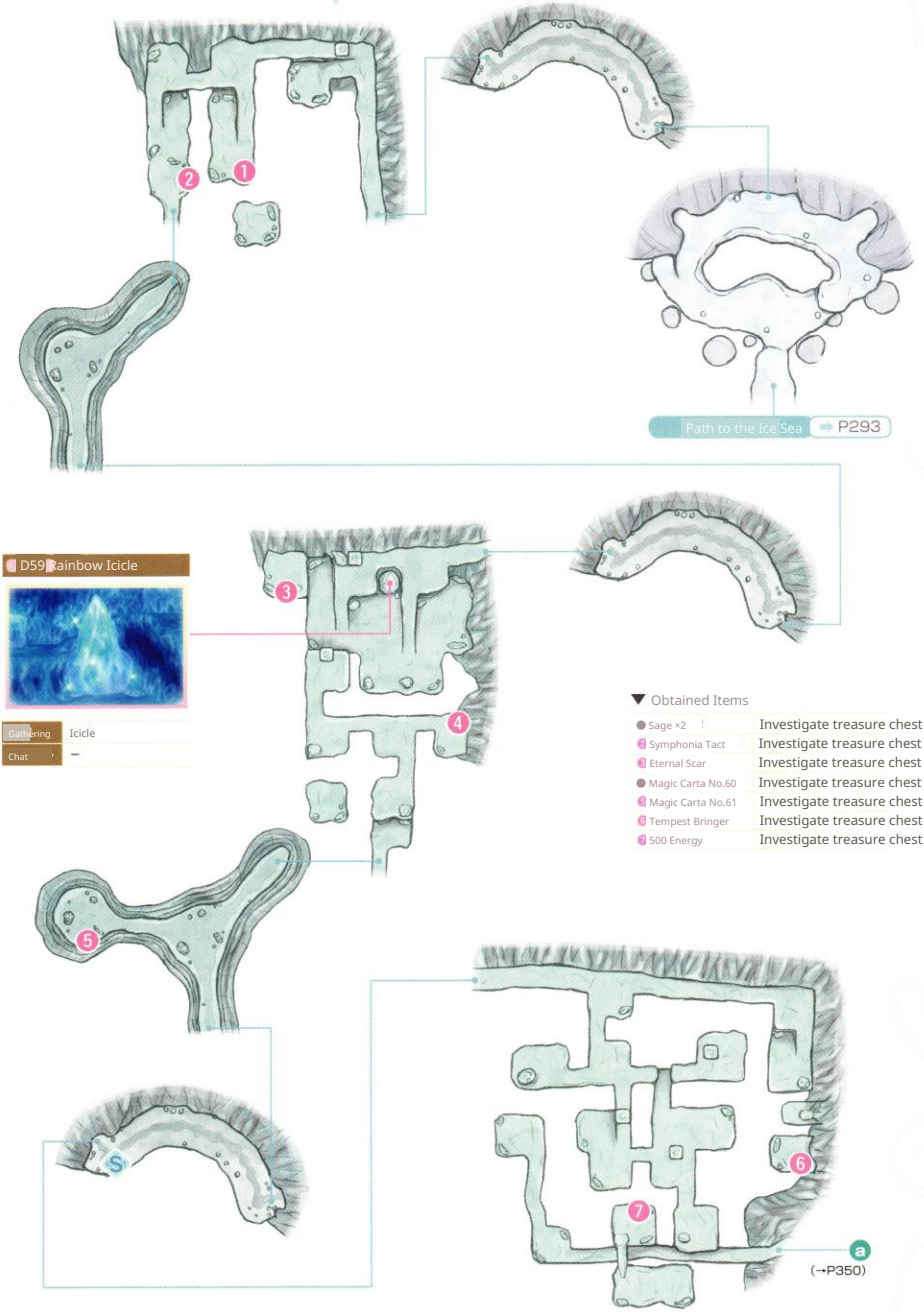
Occurrence condition: Enter Ammalcia Village after passing through the large ho

☐ C264 "Mask of Justice" P271

Occurrence condition: Approach the inn on Arena Island

After repelling Titonos, Pascal acquires the title "Ordinary Pascal" and visits Fourier to seek information about the beasts that have become ferocious. Upon returning to the capital, it is decided to investigate Fodra, which is suspected to be the cause of the monsters' evolution, but first they head to Strata to warn people about the monsters. Pascal obtains the title "Big Sis's Favorite", and an event occurs when they go outside. Sophie, troubled by feeling different from others, is accompanied by Shelia and Pascal, who leave the party, and Malik acquires the title "Male Chaperone".

Map Fendel Glacier Ruins

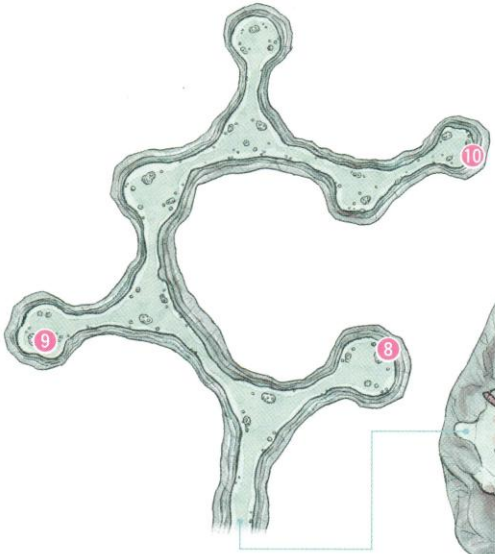


D59 Rainbow Icicle

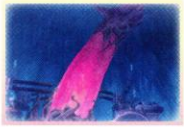
Gathering	Icicle
Chat	–

▼ Obtained Items

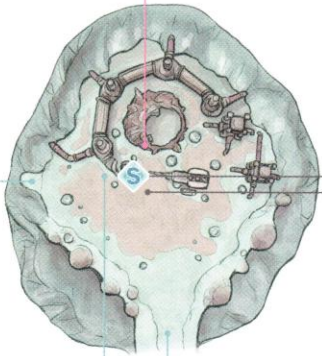
Sage ×2	Investigate treasure chest
Symphonia Tact	Investigate treasure chest
Eternal Scar	Investigate treasure chest
Magic Carta No.60	Investigate treasure chest
Magic Carta No.61	Investigate treasure chest
Tempest Bringer	Investigate treasure chest
500 Energy	Investigate treasure chest



D60 Large Stone

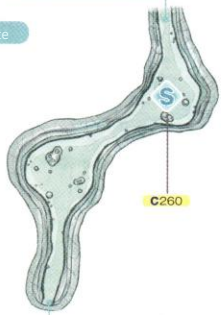


Gathering –
Chat –



C261
BOSS
Titonos ×4

Warp to Entrance
※One-way



C260

a (→P349)

▼ Acquired Items

Evries Mantle	Investigate Treasure Chest
Verbena ×2	Investigate Treasure Chest
Magic Card No.62	Investigate Treasure Chest

▼ Shard Data

Properties	Types
Hard	Holy
Beautiful	Burn
Refreshing	Defense
Elegant	Mind
Gentle	Resist
Wild	Revamp

▼ Enemy Data

Ruin Goblin No.297 Squid
Rice (12%)
Sacred Tree (4%)
Holy Wood Golden Branch (3%)

Maze Lizard No.260 Reptile
Carrot (12%)
Razor-Sharp Tooth (4%)
Sharp Tooth (3%)

Maybe No.261 Insect
Tea Leaves (12%)
Killing (4%)
Instant Death Needle (3%)

Preloader Star No.213 Water Tower
Giant's Shield (8%)
—
Sea Bream (5%)

Ovinik No.045 Mo
Rice (12%)
Spring Night Moment Fur (4%)
Highest-Grade Fur (3%)

Chapter 41

Lineage Toward the Future

"A Journey for Men Only"

Sophia, who feels anxious about her own future, accompanied by Cheria and leaving Pascal behind, Asbel and the others visit Strata. Upon meeting the president, they learn that the Great Azure Sea Stone has already been attacked by monsters. To repel this attack, the party heads to the Strata Desert Ruins.

Yuriberute | TOWN | MAP P261

No.179 Go to the Strata Presidential Office

(Event Data)

- C311 "Conversation with Father" P262
  Trigger condition: Approach the Strata Presidential Office
- T75 "Hubert's Matchmaking Meeting" P262
  Trigger condition: Talk with Oswell at the Oswell residence

When they move in front of the Strata Presidential Office, Hubert obtains the title "The Man Who Refuses." After visiting the president, they receive a report that the Great Azure Sea Stone was attacked by monsters, and Richard gains the title "Leave-It-To-Us Extermination Squad." Asbel and the others decide to head for the Strata Desert Ruins to defeat the monsters. The party members participating in the upcoming battle have only Hubert's "Heal Wind" as an HP recovery method from artes/skills, and its effectiveness is inferior to Cheria's and Sophie's. Make sure to fully replenish healing items before heading to the Strata Desert Ruins.

Strata Desert Ruins | DUNGEON | MAP P352

No.180 Heading Deeper into the Ruin

(Event Data)

- C267 "A Wide Selection" P352
  Occurrence condition: Enter the Strata Desert Ruins
- C268 "Secret" P352
  Trigger condition: Approach a save point
- C269 "Where Friendship Leads" P352
  Occurrence condition: Return near the entrance

When you arrive at the Strata Desert Ruins, you will immediately be thrown into battle with four Gellango Golems, so be sure to heal and save beforehand just in case. After defeating them you will advance further inside, but the direct route to the Great Azure Sea Stone is blocked. As when you first visited, go around via the underground passage. Note that the mechanism in this area that creates paths by stepping on three-colored platforms has been changed and cannot be passed using the previous method. The solution is: Platform 1 = Red → Yellow → Blue; Platform 2 = Yellow → Blue → Red; Platform 3 = Yellow → Red → Blue; Platform 4 = Blue → Yellow → Red.

BOSS Glan Golem ×4

The abilities are the same as those that appeared in Guardia Shaft and similar places, so this enemy is not difficult to fight even without special attention. While fighting with "Raizen-Strike" or "Scarlet," which can break the Violent Star Barrier, pull enemies in and follow up with wide-range attacks like "Blazing Haitsu" and "Restless Sword." Because you can also hit their weaknesses, this is very efficient.

▼ Post Data

Glan Golem P486

No.077 | Lv 58 | HP 28647

Race: Inorganic · [illegible]

BOSS Shield Trent, Vizaby ×4

If you rashly charge into the enemies, you'll draw concentrated attacks and be incapacitated. Asbel should move around using various steps to draw the enemies' attention while eliminating the surrounding Vizaby. Shield Trent has high attack power, and if they cluster together they can be wiped out at once by "Negative Pleasure." Move immediately as soon as you notice the casting.

▼ Boss Data

Shield Trent P488

No.096 | Lv 70 | HP 22067

Species: Plant: Yuutes

Vizabby P480

No.020 | Lv 061 | HP 12345

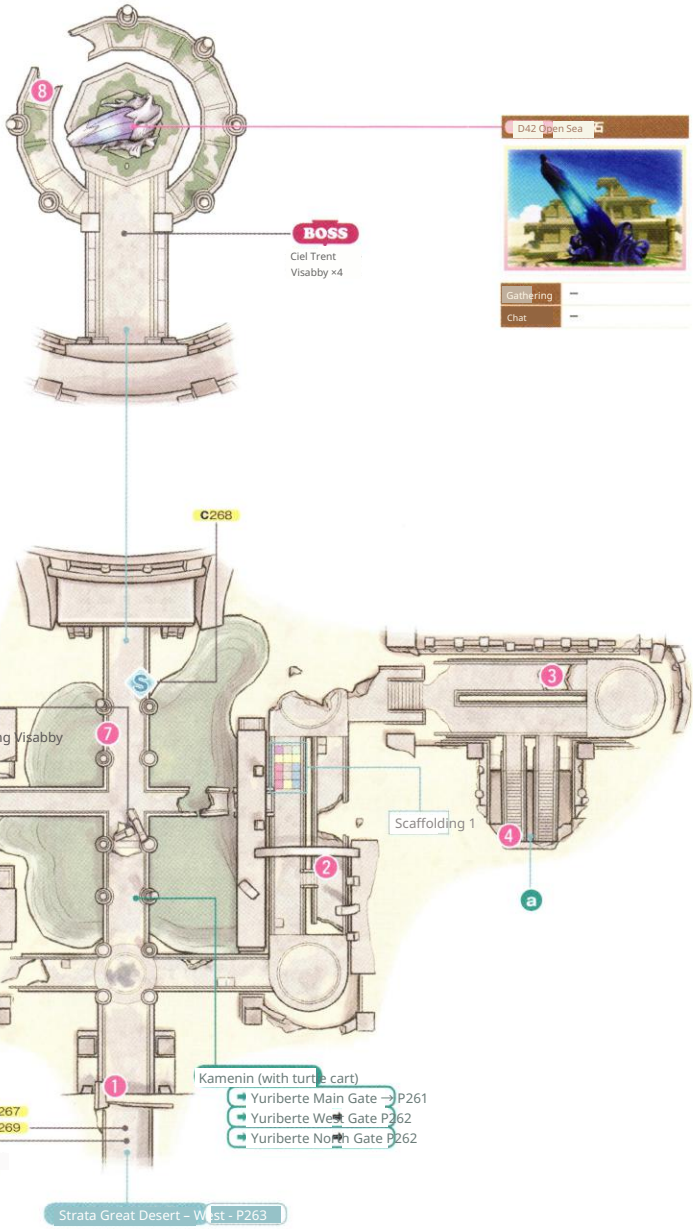
Species: Insect Weakness

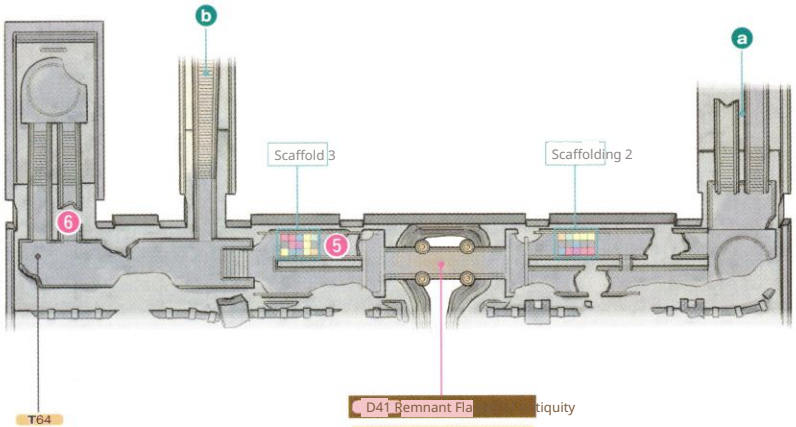
Village of Anmaruchia | TOWN | MAP P285

No.181 Go to Pascal's Room

After defeating Ciel Trent, return to the village of Anmalcia and reunite with Sophie and the others. Moving in front of Pascal's room will trigger an event. Asbel will accept Sophie as a member of the Rant family, and Sophie will receive the title "Sophie Rant." After that, head to Fodra, which is believed to be the cause of the monster outbreaks.

Map Strata Desert Ruins





▼ Acquired Items

- Rosemary ×2 — Investigate Treasure Chest
- Brave Vesperia — Investigate: Treasure Chest
- 500 Energy — Investigate Treasure Chest
- Magic Card No.57 — Investigate Treasure Chest
- Seraphic Hearts — Investigate Treasure Chest
- Fandam Light — Investigate Treasure Chest
- Ondine Mantle — Investigate Treasure Chest
- Magic Card No.59 — Investigate Treasure Chest

▼ Shard Data

Properties	Types
Sharp	Rescue
Cool	Slow
Rough	Revamp
Bold	Defense
Stubborn	Mind
Gentlemanly	Resist
	Rise

▼ Enemy Data

Gun Spider No.056 Insect

Fall Egg (12%)
Fall Killing Needle (4%)
Instant Death Needle (3%)

Grifai No.069 Fiend

Fall Bread (12%)
Top-secret Fruit (4%)
Cheese (3%)

Midnight Shade No.257 Spirit

Top-secret Fruit (8%)
Minced Meat (4%)
Secret Fruit (3%)

Erensuge No.044 Reptile

Beef (12%)
Monster Scale (4%)
Dragon Scale (3%)

Shield Trent No.098 Plant

Fall Sacred Tree (8%)
Fall Potato (4%)
Holy Wood Golden Branch (3%)

Chapter 42

"The Little Queen's Raid"

Lineage Toward the Future

Asbel and the others head to Fodra to investigate the cause of the monsters' berserk behavior. However, just before landing on Fodra, they are attacked by a mysterious woman and the shuttle crashes. Based on the information they obtain after arriving in Telos Asty, they head to the Element Research

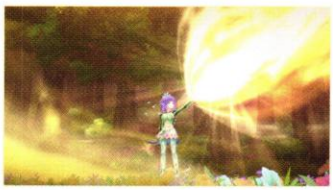
Village of Anmaruchia TOWN MAP P285

No. 182 Heading to Fodra

(Event Data)

- C310 "The Best Gift" P285
  Trigger condition: Join up with Sophie and the others
- C270 "Fearful Kindness" P285
  Trigger condition: Approach Pascal's room
- C315 "Forgotten Item of Baronia Castle" –
  Trigger condition: Change the area
- T79 "The Two's Secret Base" P210
  Trigger condition: Inspect the ☆ mark in front of Baronia Castle
- C309 "Hurry! To the Study!" P215
  Trigger condition: Enter the Rant
- NO T73 "A New Hope" P216
  Trigger condition: Examine the ☆ mark in the lord Rant's study
- T74 "Ferma's Birth" P281
  Trigger condition: Talk with Sēgan at Ferma's house in Zavēt
- C271 "Dangerous Chemical Reaction" P356
  Trigger condition: Make "Natto Toast" or, after using it, approach the large tub in Telos Astyu
- T82 "Kamenin's Birth" P328
  Trigger condition: Talk with the beach Kamenin at the Spa Resort
- T67 "Victoria Out on a Diplomatic Mission" P256
  Trigger Condition: Investigate the ☆ mark at the Wisdom Storehouse in Seible Izole

When Sofie and the others regroup, many chats and travels occur as shown above so check these through before heading to Fodlan. If you try to move to Telos Asty by shuttle, an event triggers. The party discovers a flower field on the withered land of Fodlan, but is attacked by a mysterious woman standing there, causing the shuttle to crash into Telos Asty. Immediately afterward, you fight four Tyupos Harpies.



In front of Sofie The woman who had appeared many times before as an illusion blocks the party's path.

BOSS Typhon Harpy ×4

"Religious", "Vortex", "Demonic Saber -" and other long-range attacks are repeatedly launched. If attacks concentrate on one person they will take heavy damage, so as a healer you will want Schferia on the combat team. Her HP is not high, so to interrupt her casting aim to defeat enemies individually.

▼ Boss Data

Tyubos Harvey P492
No.136 Lv 69 HP 13899
Species Beast Weakness

Telos Asty TOWN MAP P356

No.183 Defeat all enemies

After defeating the Tyupos Harpies, hunt down the monsters wandering inside Telos Asty. There are four enemy symbols on the floor. The enemies that appear will be the Tyupos Harpies and any three of the three types listed below. The foes to watch out for are the Tyupos Harpy and the Ardein Golem, both of which have area attacks. If these appear, prioritize defeating them. Once all are wiped out, move to the residential area on the west side of B1. Upon entering the residential area you reunite with Sigh, and based on the video record left in the room you head to investigate the Element Research Institute, the facility that was studying the core of Fodlan.

▼ Boss Data

Himera Beetle P496
No.179 Lv 72 HP 8709
Species Insect Weakness

Vokatus P482
No.032 Level 68 HP 15268
Species Machine Weakness

Ardain Golem P479
No.002 Lv 70 HP 21560
Species Inorganic Weakness

Elemental Research Institute DUNGEON MAP P357

No.184 Heading to the Back of the Lab

(Event Data)

- C272 "A Competent Woman" P357
  Trigger condition: Approach the save point at the entrance
- C273 "Within Assumptions" P357
  Trigger condition: Approach Mechanism 1
- C274 "What Do You Like?" P357
  Trigger condition: Approach the laboratory save point
- C275 "Hubert's Hidden Preferences" P357
  Trigger condition: Discover the Sample Observation Record
- C276 "The Great Loss" P357
  Trigger condition: Approach the save point before the Sample Observation Record

In the Elemental Research Facility, there are two locations where ascending and descending floors block the path. Operate the nearby devices to create a route forward. See the explanation below for the solution. Also, if you obtained the "Gas Pipe Control Lever" from the treasure chest for Mechanism 2 and inspect the southern passage, you can stop the poisonous gas eruption that deals damage and make the passage passable. Additionally, this will allow you to obtain one of the treasure chests, so be sure to collect it.

Further inside, you can view footage of past research conducted in the laboratory. The footage mentioned the names Emeraud, Lambda, and Little Queen. To investigate these details, the party heads for the deepest section. Follow the path and, next to a save point, you will find the discovery "Sample Observation Record"; after finding it, be sure to save. Moving into the control room on the left will trigger an event and lead to the battle with Lilitina.

▼ Solutions for Mechanism and Mechanism 2

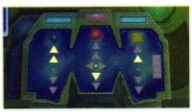
Mechanism 1

Raise the red one step and lower the blue and yellow one step each to obtain the treasure chest.

Lower the red one step, raise the blue two steps, and raise the yellow one step to proceed onward.

Mechanism 2

Raise red and blue each by 1 step, lower yellow by 2 steps, then cross to the north.



From the north, lower red by 1 step, lower blue by 2 steps, raise yellow by 1 step to obtain the treasure chest.

※ Pressing the button switches to the panel screen.

BOSS Lilithina

Lilithina repeatedly casts short incantation spells such as "Rock Lance" and "Cool Threat," and each of them is highly powerful. Depending on level and combat rank, a single hit can incapacitate you, so be proactive in attacking to reduce her opportunities to chant. She also fires a powerful laser attack straight ahead. This has a long range, and anyone in its line will take collective damage. Position your front and rear units to flank Lilithina so the whole party avoids widespread harm.

Laser attacks will not hit if you are in close contact. Stick to the enemy while guarding

▼ Boss Data

Lilithina P508

No.294 Lv 80 HP 146720

Species: ? Unknown

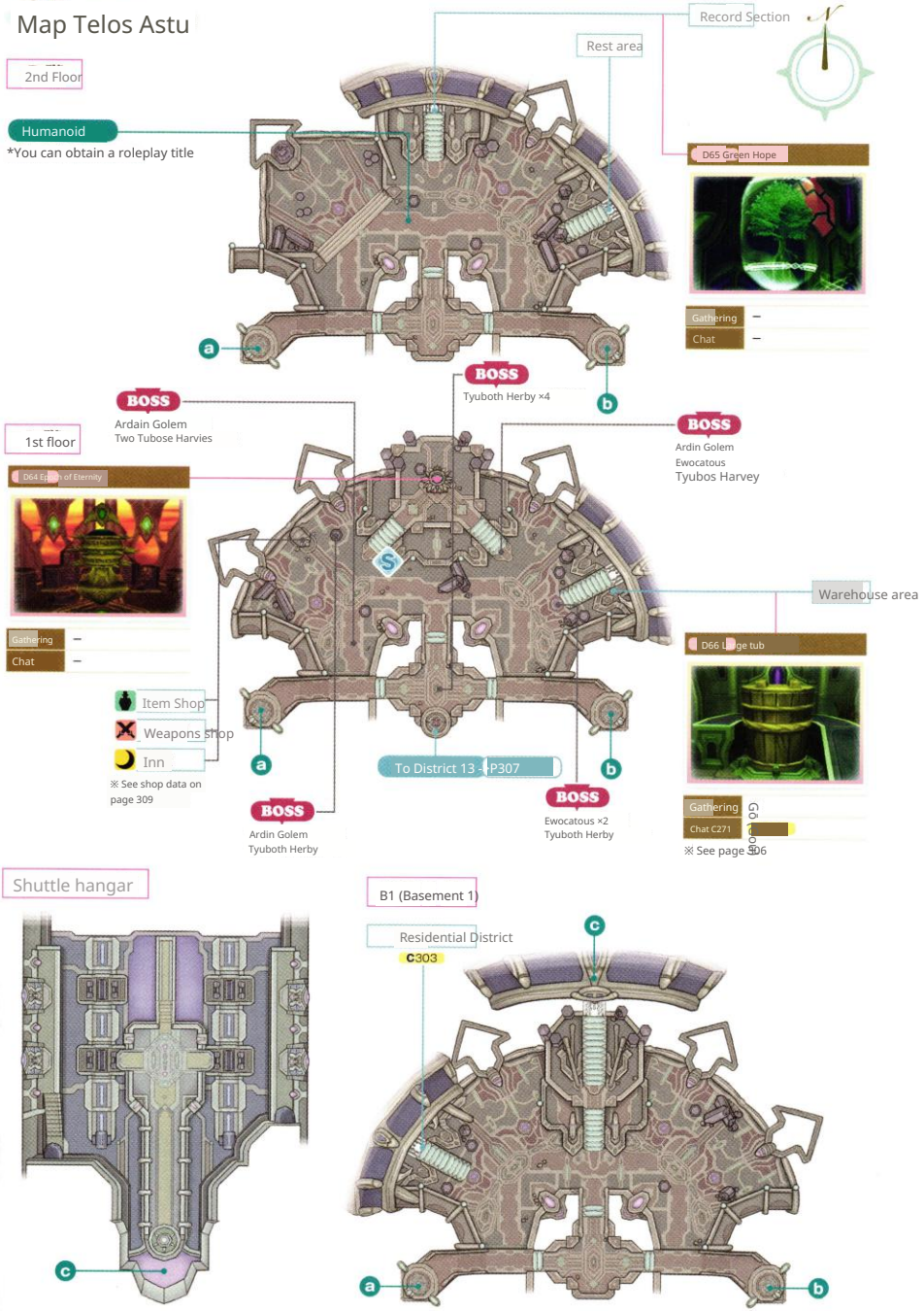
No.185 Escape from the Laboratory

The visual information left by the humanoid contained images of a woman called the Little Queen. However, just after finishing reviewing the footage, the Little Queen attacked. You obtain the "memory data" and must escape from the collapsing Element Research Institute. During the escape, the Little Queen continuously fires laser attacks from beneath your feet, so you must keep moving or you will take damage. First, head for the southern corridor of the institute. In the southern corridor, multiple pillars of flame erupt in concentrated bursts, blocking Asbel and the others' path. Also, after a certain amount of time here, enemies will quickly pursue from the rear and engage in combat. Once you notice enemies closing in, quickly open the menu to check party members' HP and heal if necessary. However, even if you are wiped out here, it will not be game over; you will restart from this floor's entrance.

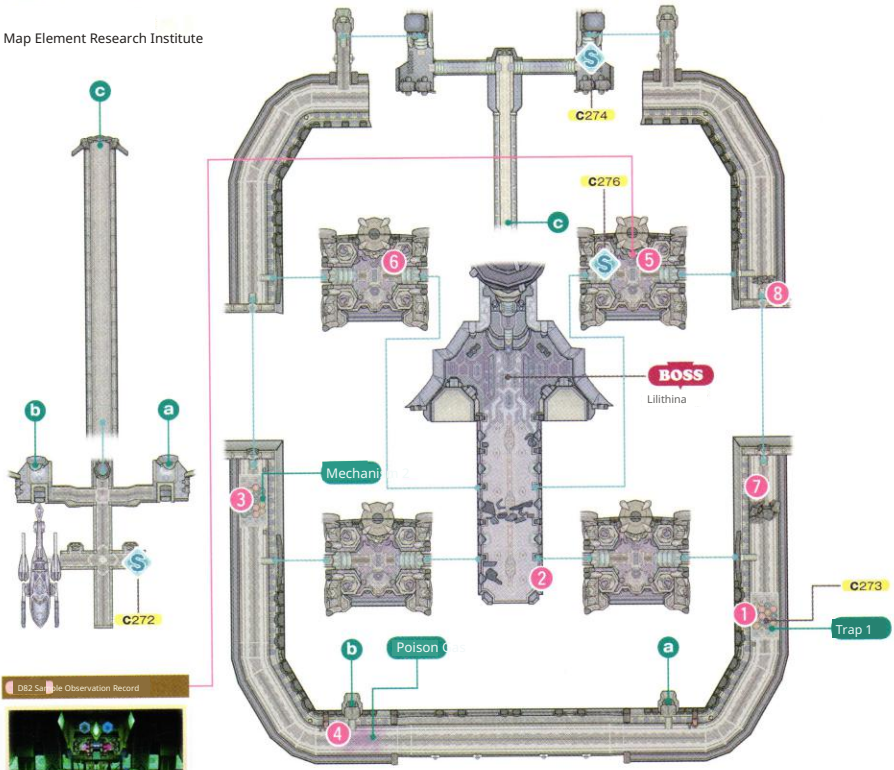
Do not force your way in; carefully check the gaps in the laser, and progress while stopping now and t

Map Data

Map Telos Astu



Map Element Research Institute



D82 Sample Observation Record

Gathering —
Chat C275

▼ Obtained Items

Magic Card No.75	Investigate Treasure Chest
② Rosemary ×2	Investigate Treasure Chest
Gas Control Lever	Investigate Treasure Chest
Magic Card No.78	Investigation: Treasure Chest ※1
1000 Energy	Investigate Treasure Chest
Magic Card No.76	Investigate: Treasure Chest
Magic Card No.77	Search Treasure Chest※2
Sage ×2	Search Treasure Chest 2

※1 After using the "Gas Control Lever"
※2 From No.188 onward

▼ Shard Data

Properties	Types
Rough	Rescue
Coarse	Slow
Bold	Defense
Old-fashioned	Mind
Gentle	Revenge
Oppressively hot	—
Exciting	—

▼ Enemy Data

Evocatus No.032 Machine
Luminous Core (8%)
—
Life Bottle (5%)

Auxilia No.004 Machine
Luminous Core (8%)
Eternal Scar (1%)
Dark Bottle (3%)

Hoplites No.235 Machine
Luminous Core (8%)
Tempest Bringer (1%)
Liqueur Bottle (3%)

Anastasia No.009 Machine
Rice (24%)
Sharp Teeth (12%)
Amazing Bone (6%)

Tyubos Harvey No.136 Mo
Alluring Feather (8%)
—
Grape Gummy (3%)

Ardin Golem No.002 Inorganic
Arcane Gear (8%)
—
Banashia Bottle (3%)

Chapter 43

Lineage Toward the Future

"Paradise of Another World"

Asbel and the others narrowly escaped from the Element Research Institute, but after being pursued by the Little Queen, their shuttle crashed into the paradise of another world. Following Sophie's words that they were "being called by the Little Queen," the group set out to investigate the surroundings.

Otherworldly Paradise DUNGEON MAP P359

No.186 Exit the Maze Forest

(Event Data)

- C277 "A Pitiful End" P359
  Trigger condition: Approach the save point in front of the shuttle
- C278 "I Want to Grow Bigger" P360
  Occurrence condition: Discover the pest-control flower
- C279 "The Colossus Offshore" P360
  Trigger Condition: Approach the save point in Area 6

If you talk to the rhino beside the shuttle, you can use services such as the item shop. Replenish any missing supplies before beginning exploration. Moving to the inner plaza triggers an event. The Little Queen appears again, speaks to Sophie offering to live eternally together, and then disappears. The party pursues the Little Queen and pushes further inward, but the Otherworldly Paradise contains many similar vistas and is easy to get lost in because passing through barriers warps you to corresponding locations. Basically, aim in the direction where area numbers increase to reach the deepest point, but some barriers are one-way, so consult the map on page 360 carefully as you proceed. The hungry bear in Area 2 will leave if given five "Otherworld Fruit," allowing you to collect the chest beyond. Also, don't miss the Discovery "Pest Control Flower" in Area 3.

On the route leading to the deepest part there are swarms of butterflies flying. Use them as a landmark.

All five "Otherworld Fruits" can be obtained from treasure chests.
Give them to Kuma once you have collected enough.

No.187 Fight the Little Queen

After leaving the forest, you encounter the Little Queen again. The Little Queen claims that it is the existence of humans that disturbs the world and tries to lure Sophie into destroying humanity together, and immediately afterward a battle begins. Repelling this triggers an event. Asbel and the others are attacked by the Little Queen but are protected by Lambda's power. After that, descend the southern passage and return to Telos Asty to replay the data obtained at the Element Research Institute.

BOSS Little Queen ×3

At first you face three Little Queens, but each time one is defeated a new one spawns, and you may have to fight up to four at once. Their HP is relatively low, so focus your attacks to reduce their numbers. The enemy Mystic Arte "Purification" has a very wide attack range and can easily hit multiple party members. During the enemy's Ares Break (Eres Break), try to keep distance from allies and maintain relatively high HP. Defeat a total of 10 to win.

▼ Boss Data

Little Queen (A) P508
No.289 Level 70 HP 14328
Species Unknown

Check Collect the treasure chest from the Elemental Research Institute

When you visit the Elemental Research Institute after clearing the Otherworldly Paradise, the obstacle beyond Mechanism 1 will have collapsed, allowing you to obtain the two treasure chests beyond it. The contents are "Magic Karuta No.77" and "Sage" ×2. Both are valuable items, so it's a good idea to collect them at this time.

A new path has been created in a location that was impassable when visited in N

Map Data

Map: Otherworldly Paradise

▼ Enemy Data

Ovinik
No.045 Mo
Drop Rice (12%)
Spring Night Moment Fur (4%)
Highest-Grade Fur (3%)

Kuwakuwa
No.073 Bird
Meteorite (8%)
Drop Seraphic Hearts (1%)
Seaweed (3%)

Bear Monarkos
No.224 Mo
Meteorite (4%)
Brave Vesperia (1%)
Salmon (3%)

Egregoroi
No.034 Unknown
Pasta (12%)
Demon's Claw (6%)
Otherworld Fruit (3%)

Boss Eagle
No.233 Bird
Alluring Feather (8%)
Fandom Light Drop (1%)
Beautiful Feather (3%)

- Fragment

Nature	Types
Hard	Tension
Refreshing	Evade
Robust	Vital
Elegant	Paralyze
Stubborn	Stone
Prickly	Defense
Mysterious	Reinforce

D83 Pest Contr

Gatherinc –

Chat C278

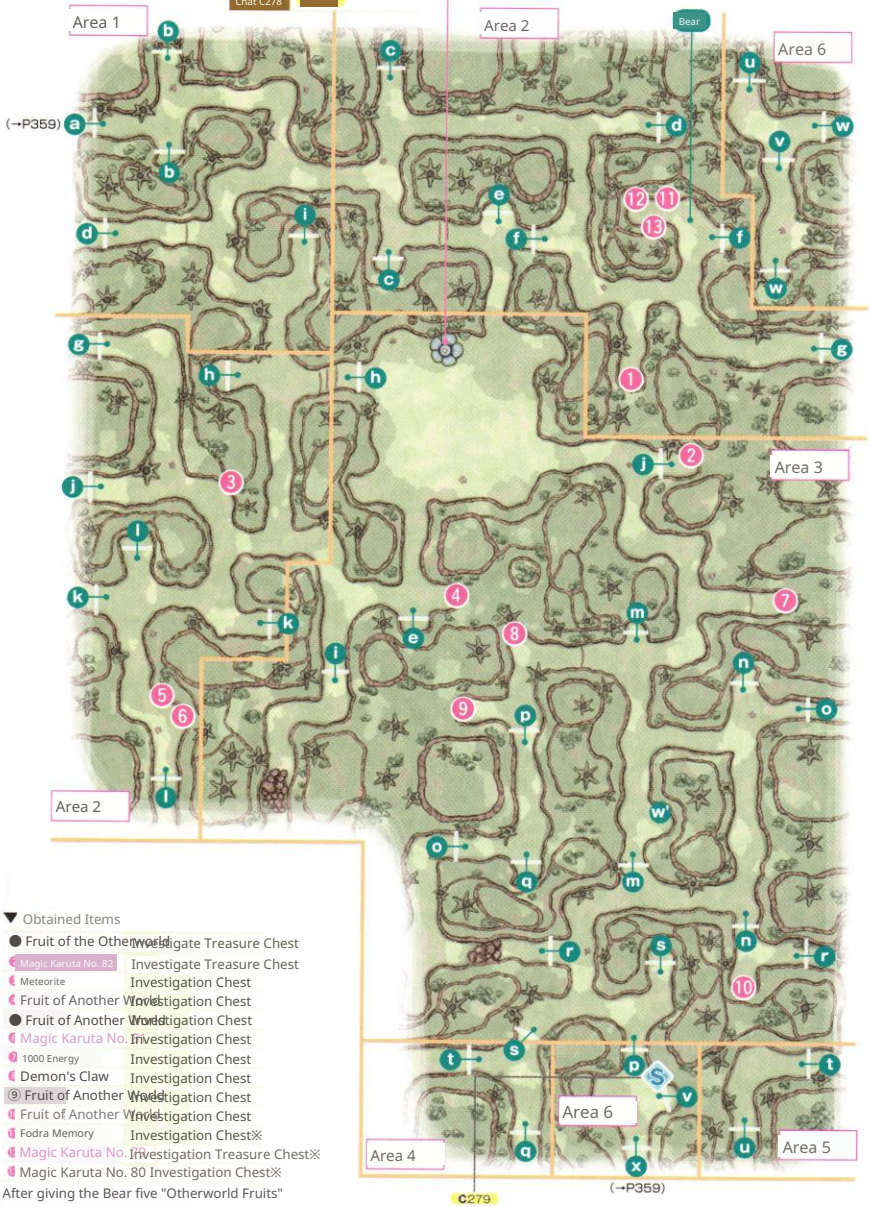
●Shortest Route

a→q→t→u→v→x

●Treasure Chest Collection Route

a→1→2→j→3～9→r→10～13→q→t→u→v→x

※ If you pass through a barrier from a direction marked with "●", you will warp to t
However, it becomes a one-way passage only to that direction



▼ Obtained Items

● Fruit of the Otherworld	Investigate Treasure Chest
Magic Karuta No. 82	Investigate Treasure Chest
Meteorite	Investigation Chest
Fruit of Another World	Investigation Chest
● Fruit of Another World	Investigation Chest
Magic Karuta No. [illegible]	Investigation Chest
1000 Energy	Investigation Chest
Demon's Claw	Investigation Chest
⑨ Fruit of Another World	Investigation Chest
Fruit of Another World	Investigation Chest
Fodra Memory	Investigation Chest※
Magic Karuta No. [illegible]	Investigation Treasure Chest※
Magic Karuta No. 80	Investigation Chest※

After giving the Bear five "Otherworld Fruits"

Chapter 44

Lineage Toward the Future

"Night of Intertwined Feelings"

Sophy's heart is shaken by the Little Queen's invitation. However, through her conversation with Asbel, she discovers a role only she can fulfill: delivering Asbel's feelings to the future. With renewed determination, the party heads for Rastacana to stop the core of Fodra.

Telos Asty TOWN MAP P356

No.188 Talk with companions

When you return to Telos Astyu and move to the residential area on the west side of Basement 1, analysis begins on the data obtained from the Element Research Institute. The replayed footage shows the Little Queen attacking staff from the Element Research Institute and includes information stating that if the core of Fodra is stopped, the Little Queen's activity will also cease. It is revealed that the only way to accomplish this is for Lambda to absorb the element of the core, but to do so Lambda must take over Asbel's body. Asbel trusts Lambda and decides to entrust his body to it. After that, to ensure everything goes smoothly, you spend the night in Telos Astyu. After the event, when you can move again, go meet the party members on each floor. Speak with Hubert and Pascal on the second floor, Richard and Malik on the first floor, and Sheria in Basement 1. After those conversations, return to the lounge on the second floor and rest in the bed; you will then head to the site of the final battle.

No.189 Head to Rasta Canaan

(Event Data)

- C314 "Bascal's Quirk" P356
  Trigger condition: Reunite with companions
- T78 "Mecha Asbel Modified" P285
  Trigger condition: In the village of Anmalchia, examine the ☆ mark in Pascal's room

At dawn the party reunites and the final dungeon, Rasta Canaan, is added to the map. Also at this time, Travel 78 "Mecha Asbel Modified" becomes available. Upon completion, Pascal receives the title "Pastel Pascal", so it is a good idea to visit the village of Anmalchia once before heading to Rasta Canaan.

Check! Preparations for the final dungeon

Within Rastakanan, enemies of a higher rank appear so if you feel underleveled, it's good to grind experience in dungeons such as the Otherworld Paradise or the Elemental Research Institute. At that time, polishing gems at Yuriberute's Grinding Shop is effective. In addition, strengthen each member's equipment and complete any inn requests you haven't finished to increase your combat power. Also, many status ailments are one of the obstacles in Rastakanan. It's advisable to prepare four of each gem that prevents status effects like "Poison Check" for the members participating in battle. Note that if you save a clear file after conquering Rasta-Kanan, you cannot return to the "Lineage for the Future" chapter. Challenges and items that occur only in the "Lineage for the Future" chapter—such as the Travel or Riot Peak challenges and various items you haven't obtained—should be completed before clearing Rasta-Kanan.

In dialogue with Asbel, Lambda promises to absorb the element of the core.

By touching Asbel, the party members hear Lambda's voice from within him.

Sophia, who had long continued to oppose Lambda, finally comes to trust Lambda.

magic card's by the number of cards obtained items you can receive Types are also increasing .

Chapter 45

"To the Core of Fodla"

Lineage Toward the Future

Asbel and the others, having formed a bond of trust with Lambda and agreed to have Lambda absorb the element of Fodla's core, set out. The party storms Rastakanan—the equivalent of Fodla's Gardea Shaft—in order to halt the core of Fodla.

Rasutakanan

DUNGEON MAP ➡ P365

No.190 Proceed Toward the Lower Lev

(Event Data)

- ☐ C280 "His Majesty's Hobby" ➡ P365
  Trigger condition: Approach the save point in front of the shuttle
- ☐ C281 "Can't Go Back Up?" ➡ P366
  Trigger condition: Descend using any device
- ☐ C282 "But You're the One Talking" ➡ P369
  Trigger condition: Discover a mining site
- C283 "Believe in Lambda" ➡ P369
  Trigger condition: Approach the save point on Upper Layer 6.

Rastakanan (Upper Layer) consists of many levels and you move using floors that descend to lower levels. However, these floors are one-way: once you go down you cannot return upward via the same floor. If you want to go back to a higher level, use the warp device located on that floor. The route deeper in is to the northwest-west from the starting point, but first you should explore other areas to collect treasure chests. After finishing item collection, go down the floor to the northwest-west and follow the path; at the first fork, descend the floor on the south side, and at the spot with three floors, descend from the northeast-most floor. If you discover the discovery "Mining Remains" ahead, return to the shuttle once using the warp device on the south side. This will enable travel between the shuttle and that warp device.

▼ How to progress in Rastakanan (Upper Layer)

●Shortest Route
d→e → Operate the switch →→→→→→→→ To lower level

● Treasure chest collection route
0→00→03→→→→→ Operate the switch →→0→
06-00-0-00-0-0-0-00-00-00-
Discovery: Found "Mining Site" → To lower level

Many enemies that seal this place appear. "Seal Equip "Check" beforehand.

removed when taking the corresponding attack

No.191 Fight the Little Queen Again

(Event Data)

- ☐ C289 "The Young Grandmother" ➡ P216
  Trigger condition: Approach the save point at Lord Rant's Manor
- ☒ C290 "Baronia's Mask ~ Birth Chapter" ➡ P210
  Trigger condition: Approach the Baronia Knight School
- ☐ C291 "Krossofi's Garden" ➡ P238
  Trigger condition: Go east outside the first floor of Wallbridge
- ☐ C292 "Sleep Deprivation" ➡ P232
  Trigger condition: Go to the second floor of Duke Dale's mansion in Grel-Side
- ☒ C293 "Baronia's Mask ~Aspiration Chapter" ➡ P253
  Trigger condition: Pick up Magic Carta No.58 in Or-Reil
- ☐ C294 "Lock Gagan Three Choices" ➡ P256
  Trigger condition: Move up two shelves in the central bookshelf of the Seible-Iz
- ☒ C295 "Others' Expectations" ➡ P262
  Trigger condition: Approach the Strata Presidential Palace of Yuriberte
- ☐ C296 "Basics of Fighting" ➡ P271
  Trigger condition: Approach the reception on the Arena Island
- ☐ C297 "Short Play: Bichitaro" ➡ P277
  Trigger condition: Approach Kaiga's script at the Belanic Inn
- ☐ C298 "Malik's Old Tale" ➡ P281
  Trigger condition: Approach the save point at the Zavēt Inn
- ☒ C299 "Let's Go to the Bath" ➡ P285
  Trigger conditions: Enter Pascal's room in Unmalcia Village
- ☒ C301 "Go to the Bath!" ➡ P285
  Trigger condition: Automatically occurs when viewing C299 (leads to battle with
- ☐ C300 "Bath is a hassle" ➡ P285
  Trigger condition: Defeat in battle against Pascal
- ☐ C302 "Bath Reward ♪" ➡ P285
  Trigger condition: Victory in battle against Pascal
- ☐ C303 "Baronia's Mask ~ Storm Chapter" ➡ P356
  Trigger condition: Enter the residential area on the west side of Basement 1 in T
- ☐ C304 "I Want to Become a Cat" ➡ P453
  Trigger condition: Approach the chat shop in Nekominn Village
- ☐ C305 "No Swimsuit Needed" ➡ P328
  Trigger condition: Approach the spa entrance at the spa resort
- ☐ C306 "Shelia's Secret" ➡ P326
  Trigger condition: Go to the back of the Kamenin headquarters

C307 "Baronia's Mask ~The Onion Chapter" P339

Trigger condition: Approach the deepest part of the lowest level of Gardia Shaft

C308 "The Mystery of the Fierce Beast Uzumeku" P258

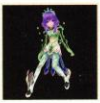
Trigger condition: Approach the save point at the southern end inside Layer 3 Jail

When you descend to Rastakanan (lower level), you will battle the Little Queen and three Egregoroi. After defeating them, proceed further downward. Also, after winning this battle, a large number of chats will occur across the world. You can return immediately using the warp device, so it's a good idea to go back and take a look once.

BOSS Little Queen, Egregoroi ×3

The Little Queen uses powerful area attacks like "Diabolic Riser" and "Whirlwind," so the player character should focus on interrupting those chants. Other party members should set their tactic to "Spread Out and Attack," and after defeating Egregoroi, move to engage the Little Queen.

▼ Boss Data



The Little Queen (B) P508

No.290 Lv 75 HP 22,770

Species Unknown Weakness

Egregoroi P482

No.034 Lv 75 HP 18975

Species Unknown Weakness

No.192 Descends while neutralizing elements

(Event Data)

C284 "With Determination in Our Hearts ~ A Promise to Queen Women" P370

Trigger condition: Approach the save point on Lower Layer 1

C285 "How to Deliciously Enjoy Monsters" P370

Trigger condition: Approach the neutralizing device on Lower Layer 2

C286 "Chatting with Ephynea" P372

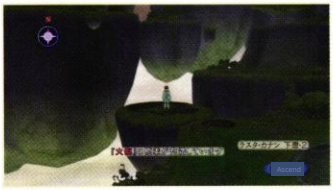
Trigger condition: Discover the "Observation Device"

C287 "With Determination in My Heart ~ Not Enough Hero Work" P370

Trigger condition: Approach the save point on Lower Layer 7

In Rastakanan (Lower Layer), each floor is filled with elements that cause status ailments. Under this condition, status ailments corresponding to those elements will occur either as time passes during battle or when hit by enemy attacks. To remove this effect, you must defeat the boss on each floor to obtain an item with "Liquid" in its name, then use it at the spring that is the element's source to neutralize it.

An often-overlooked element when neutralizing elements is the Paralysis element. To neutralize this element, investigate Pillar A on Lower Layer 2 to make it fall, pass through the path created by that effect, and likewise drop Pillar B on Lower Layer 3. Incidentally, the status ailments that occur here can be prevented by gems or food. Check the status ailments present on each floor and equip gems that correspond to them so you won't be bothered during fights. Once all elements are neutralized and you discover the "Observation Device" in Discovery, proceed to Lower Layer 7.



If you move to a floor where elements have not been neutralized, you can see which sta

BOSS Bernardo Carpio and others

The bosses that drop items which neutralize elements all appear accompanied by two additional enemies. First, eliminate the accompanying enemies that appear as minions. Once only the boss remains, check each boss's weakness and attack with effective spells or techniques. The Gira Dagger alone has high resistance to A and B techniques and also has more HP, so it takes longer to defeat than the other bosses. Avoid leaving openings by striking the enemy with consecutive attacks.

▼ Boss Data

Bernardo Carpio P502

No.228 Lv 80 HP 45158

Species Inorganic Weakness

Daidarabocchi P490

No.117 Lv 80 HP 54835

Species Inorganic Weakness

Gira Dagger P485

No.062 Lv 80 HP 61610

Species Inorganic

Cheverdi <P491

No.124 Lv 80 HP 48384

Race Inorganic — Weakness

Kinamejin P484

No.060 Lv 80 HP 58061

Race Inorganic Weakness

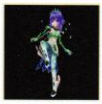
No.193 Proceed to the lower level and defeat the Little Queen

If you proceed south from the save point on Lower Layer 7, you will encounter a battle with the Little Queen. In the Little Queen fight, you will be affected by status ailments that have not been neutralized up to that point, so if you have any elements that are not neutralized upon arriving at Lower Layer 7, go back to the

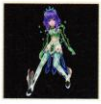
BOSS Little Queen ×3

Here, including the two types of Little Queen that have appeared so far, three types of Little Queen will appear. The most troublesome is the magic-using Little Queen (B). As before, interrupting its casting with the player character is effective. Next to watch out for is the ranged-attacking Little Queen (C). Because this one is the highest level among the three, setting your party's strategy to "Target Dangerous Foes" will allow the three members to concentrate their attacks. Defeat two of (A), two of (B), and five of (C) — nine in total — to win.

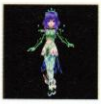
▼ Boss Data



Little Queen (A)				P508
No.289	Lv	70	HP	14328
Species	Unknown point			



The Little Queen (B)				P508
No.290	Lv	75	HP	22770
Species	Unknown point			



Little Queen (C)				P508
No.291	Lv	80	HP	25344
Species	Unknown point			

Core of Fodra — DUNGEON MAP P374

No.194 Stop the Core of Fodora

(Event Data)

C288 "Friendly Family" P374

Trigger condition: Approach a save point

After defeating the Little Queen, proceed to the core of Fodra using the southern warp device. Here you will find bosses you fought while neutralizing elements in Rastakanan (Lower Layer) wandering as regular enemies. They are all formidable opponents, but they grant large amounts of experience and SP, making them ideal for leveling up. The warp device just before the deepest area lets you return to the shuttle area, so use this route to go back and forth and complete your final power-ups. If you move beyond the save point, you will face the final enemy, the Fodra Queen, in the decisive battle.

BOSS Fodra Queen

Fodra Queen's attacks are all very powerful, and many of them inflict status abnormalities, so neglecting countermeasures can quickly incapacitate your party. Gems cannot prevent all status ailments, so it's advisable to use "Liqueur Bottle" on all party members in Lower Layer 7, just after battle starts. The recommended party here is the four members Asbel, Sophie, Cheria, and Malik.

Fodra Queen alternates between a flower form that mainly uses ranged attacks and a sword form that mainly uses melee attacks depending on remaining HP, and its weaknesses change accordingly. In flower form, many attacks have a wide area, such as firing multiple flowers that emit lasers, making them hard to avoid, but these attacks have slow startup and are easy to guard against. Also, petrification is effective in this form, so aim for petrify status with moves like "Cluster Raid". When it changes to sword form, it attacks using a mix of fast melee attacks and ranged attacks that target straight-line areas. Both have fast startup, so be sure to guard properly before counterattacking. From the second flower form onward, it uses a mystic art that reduces all members to 1 HP during an Eres Break, "Aquarius Sphere." Furthermore, when its remaining HP falls below about 5%, it uses the mystic art "Dual the Sun" without an Eres Break. However, this can be countered with the hidden mystic art "Blue Earth." See page 498 for details.

If "Aquarius Sphere" is activated, use "Awarg "ラス" to recover.

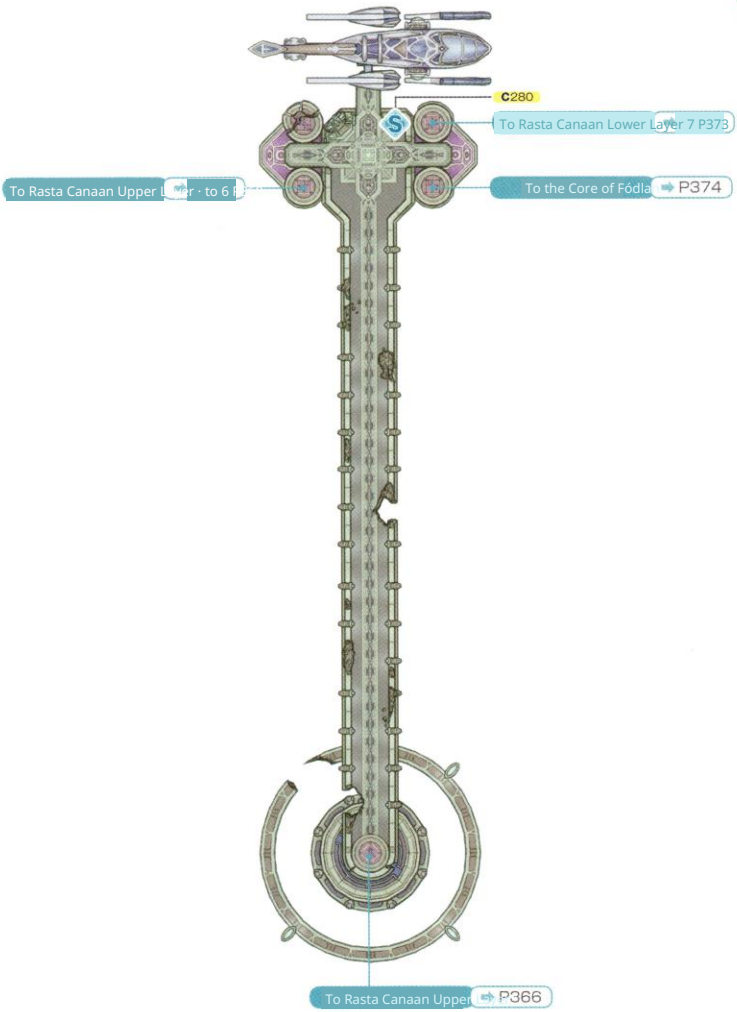
▼ Boss Data

Fodra Queen			P498
No.196	Level 100	HP	295680
Species	Unknown point		

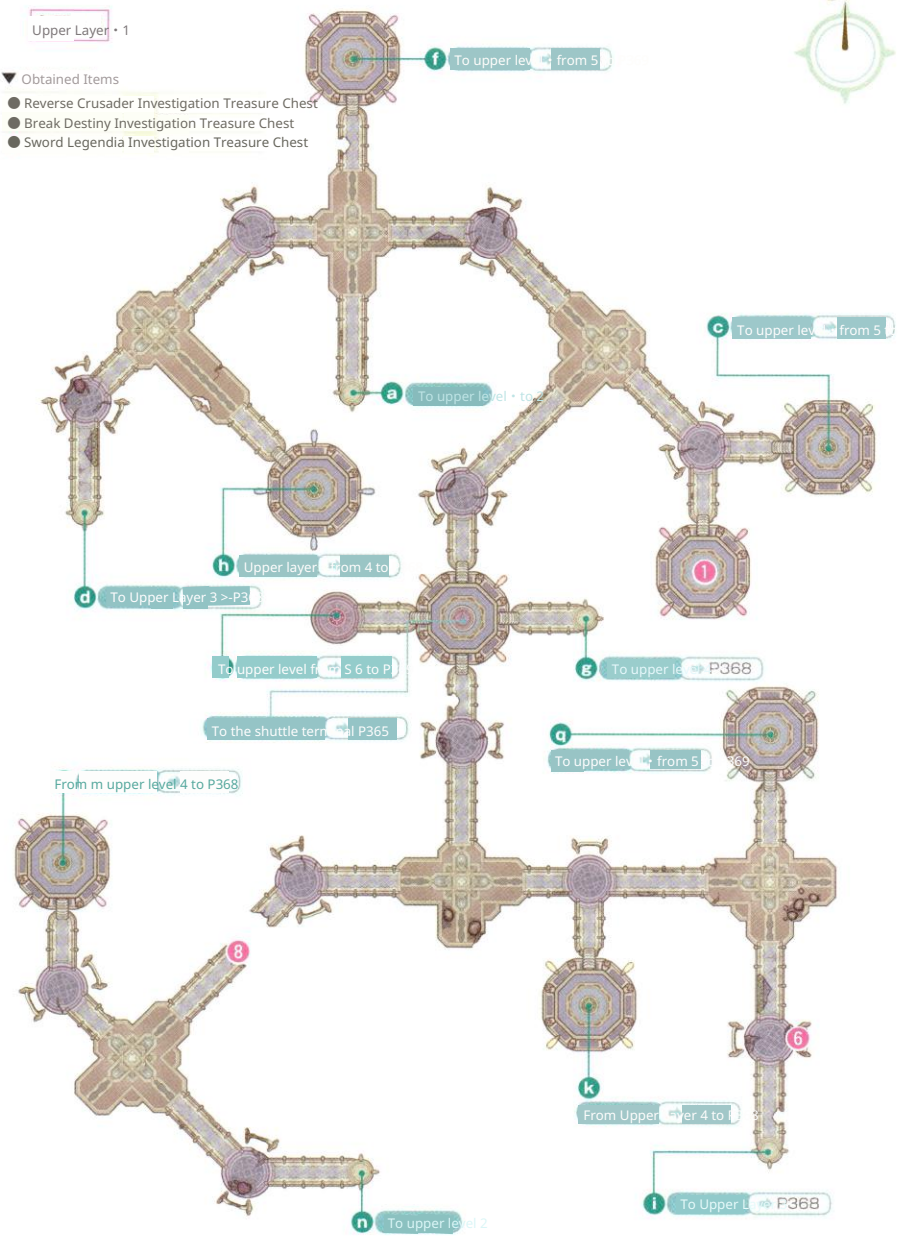
Check! Enjoyment After Clearing the Genealogy of the Future Chapter

When you load a save file after clearing the "Genealogy of the Future" chapter, the game will resume from the last saved point at the end of the main story. In doing so, items obtained and titles earned during the "Genealogy of the Future" chapter will be carried over, and Axel Mode will also become available. Use these advantages to take on Zo-on Keiji and Lambda Theos.

Map Rasta Canaan (Shuttle Landing)



Map Lasta/Kanan (Upper Layer)


Upper Layer・1
▼ Obtained Items
● Reverse Crusader Investigation Treasure Chest
● Break Destiny Investigation Treasure Chest
● Sword Legendia Investigation Treasure Chest
f To upper lev from 5
c To upper lev from 5
a To upper level ・to
h Upper layer om 4 to
d To Upper Layer 3 >-P3
1
To upper level fr S 6 to P
g To upper le P368
To the shuttle term al P365
q To upper lev from 5
From m upper level 4 to P368
8
6
k From Upper yer 4 to
i To Upper L P368
n To upper le 2

▼ Obtained Items

Death Abyss — Investigate Treasure Chest

Innocent Shine Investigation Treasure Chest

▼ Shard Data

Properties	Types
Cool	Rescue
Beautiful	Mind
Elegant	Resist
Refined	Burn
Gentle	Evade
Formalist	Rise
Innovative	—

▼ Enemy Data

Hatuipuwari — No.165 Reptile

Phantom Beast Scale (8%)
—
Dragon Scale (3%)

Himera Beetle — No.179 Insect

Top-secret Fruit (12%)
Fall Rice (4%)
Secret Fruit (3%)

Gehrose — No.076 Plan

Egg (12%)
Too Amazing (4%)
—

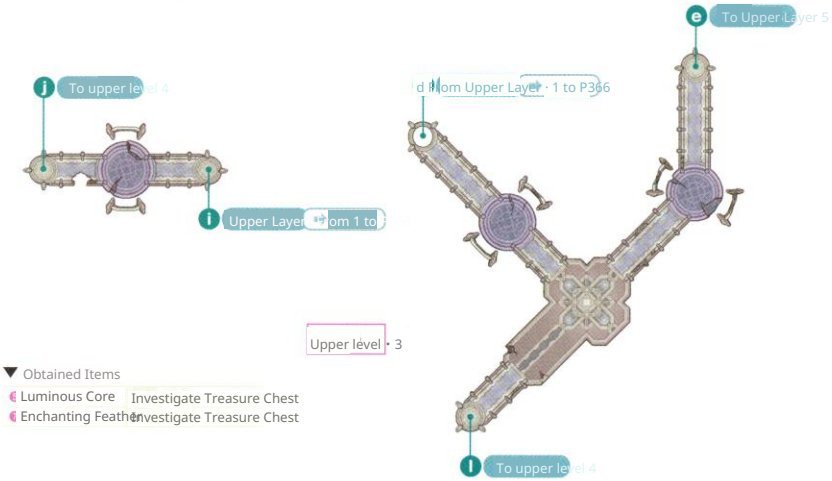
Egregoroi — No.034 Unknown

Pasta (12%)
Fall Demon's Claw (6%)
Fruit of Another World (3%)

Sigma — No.099 Sp

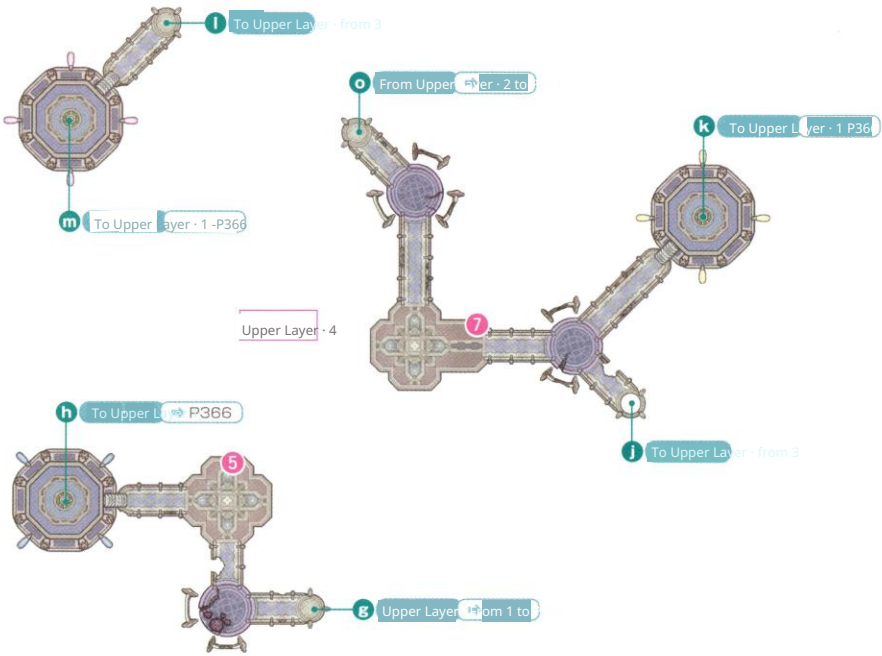
Defiled Sword (8%)
—
Decayed Sword (3%)

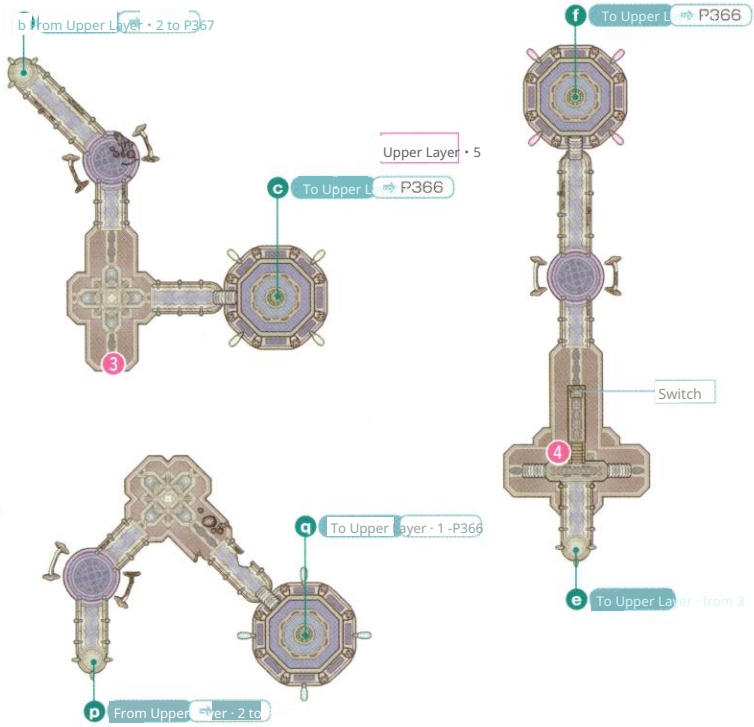
Map Lasta/Kanan (Upper Layer)

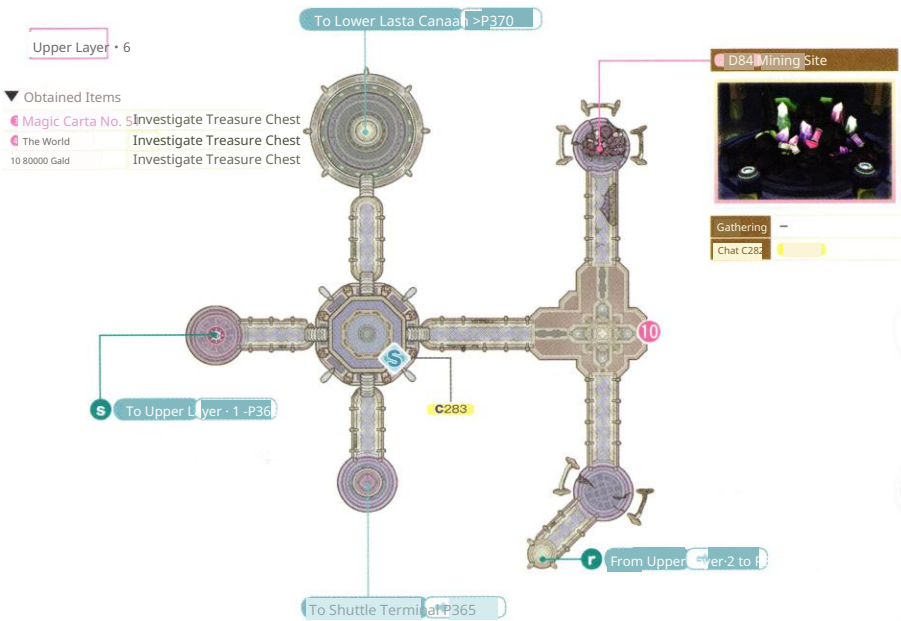


▼ Obtained Items

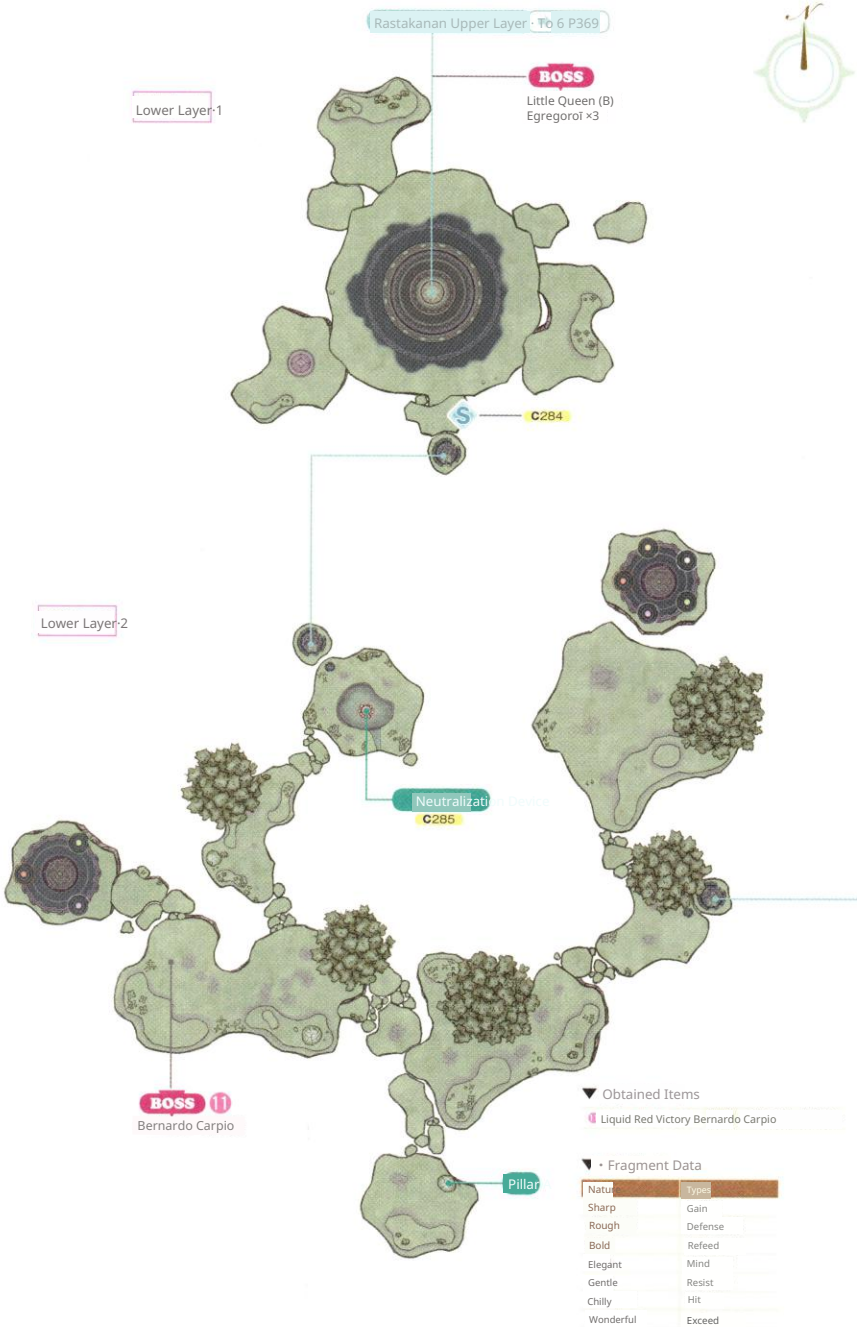
- Luminous Core — Investigate Treasure Chest
- Enchanting Feather — Investigate Treasure Chest



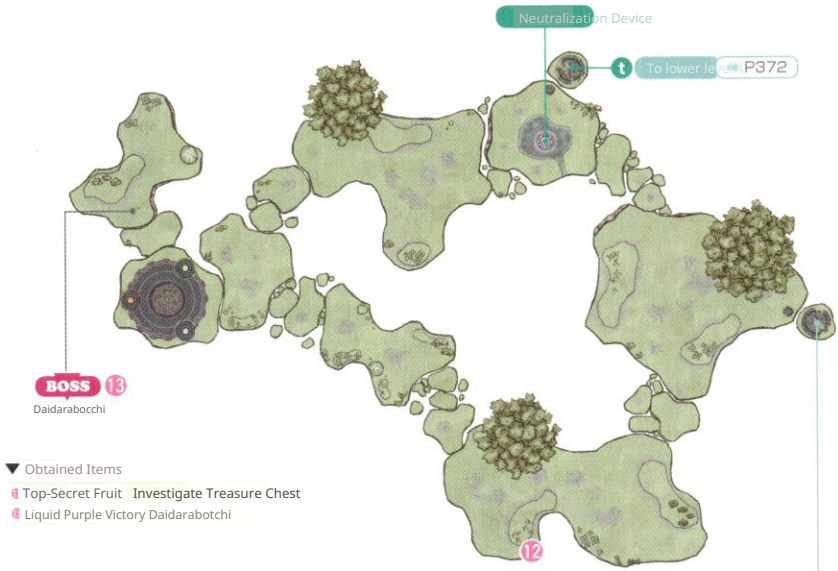

b From Upper Layer · 2 to P367
Upper Layer · 5
c To Upper L P366
3
f To Upper L P366
Switch
4
e To Upper La · from 3
q To Upper ayer · 1 -P366
p From Upper er · 2 to


To Lower Lasta Canaan >P370
Upper Layer · 6
▼ Obtained Items
Magic Carta No. 5 Investigate Treasure Chest
The World Investigate Treasure Chest
10 80000 Gald Investigate Treasure Chest
D84 Mining Site
Gathering –
Chat C28
10
S
C283
s To Upper Layer · 1 -P36
r From Upper yer·2 to
To Shuttle Termina P365

Map Lasta Canaan (Lower Layer)



Lower Layer • 3



▼ Obtained Items

- Top-Secret Fruit Investigate Treasure Chest
- Liquid Purple Victory Daidarabotchi

▼ Enemy Data

Horukeukamuy (Horukeukamuy)
No.237
Plan
Spring Night's Moment Fur (8%)
—
Highest-Grade Fur (3%)

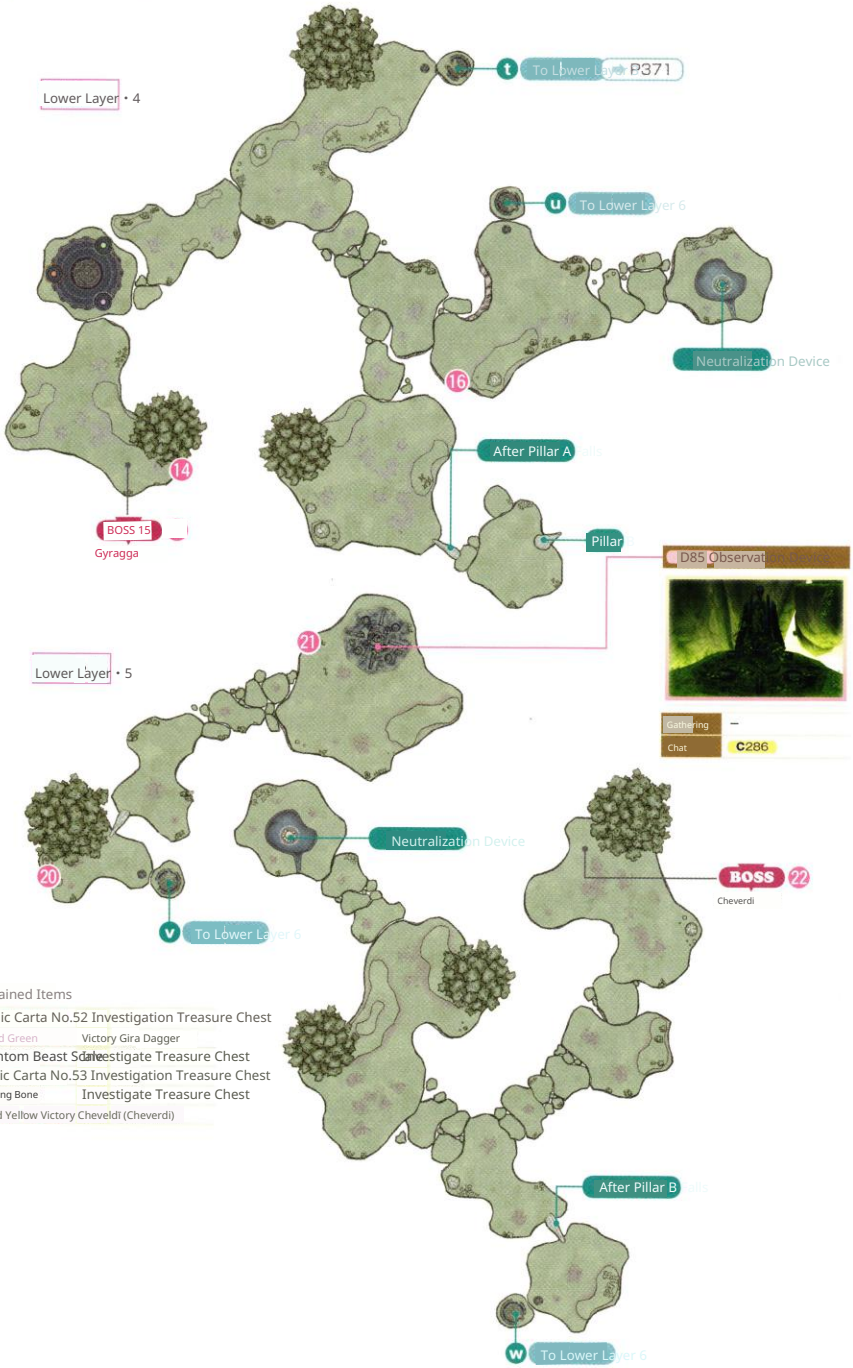
Galenade Dragon
No.095
Too amazing (8%)
Chicken (4%)
Amazing Bone (3%)

Pudding Grover
No.203
Amorphous
Milk (12%)
Darkness Liquid (4%)
Cheese (3%)

Byons Slime
No.159
Unknown
—
Minced Meat (12%)
Darkness Liquid (4%)
Dangerous Liquid (3%)

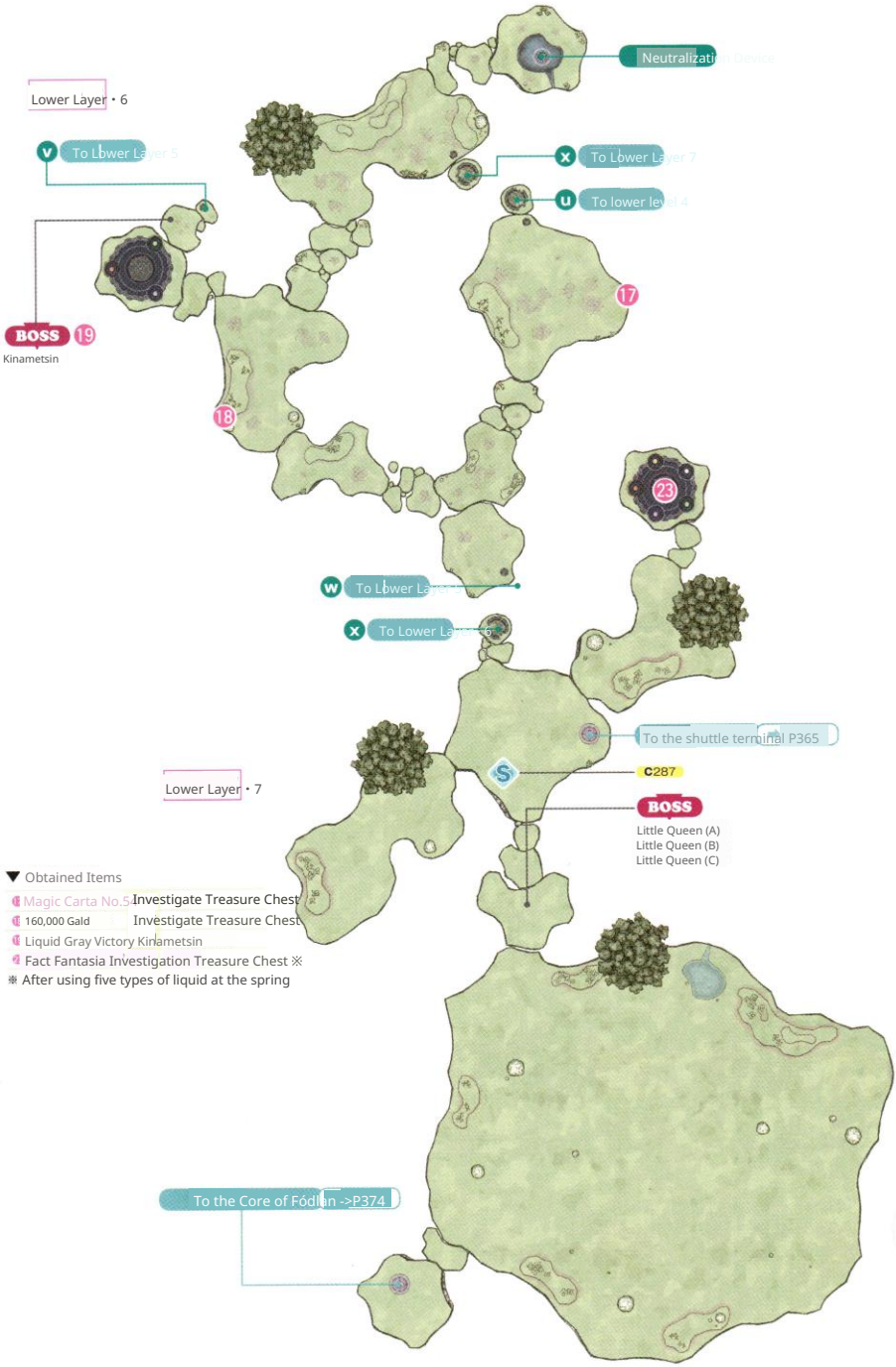
Sigma
No. 099 Spiritual Entity
Defiled Sword (8%)
—
Decayed Sword (3%)

Map Lasta Canaan (Lower Layer)



▼ Obtained Items

- Magic Carta No.52 Investigation Treasure Chest
- Liquid Green — Victory Gira Dagger
- Phantom Beast Scale — Investigate Treasure Chest
- Magic Carta No.53 Investigation Treasure Chest
- Amazing Bone — Investigate Treasure Chest
- Liquid Yellow Victory Cheveldi (Cheverdi)

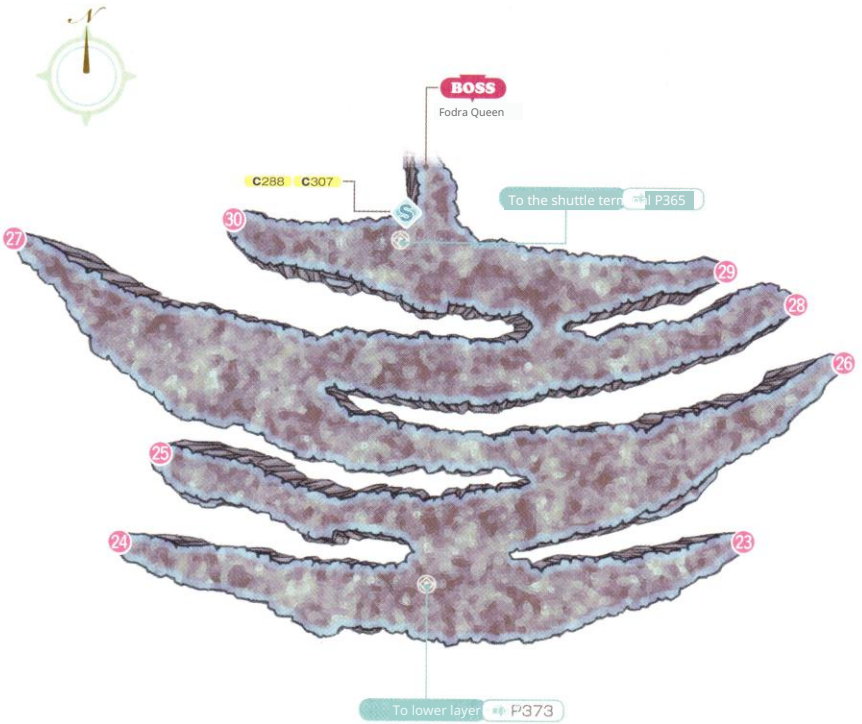


▼ Obtained Items

- Magic Carta No.5 Investigate Treasure Chest
- 160,000 Gald Investigate Treasure Chest
- Liquid Gray Victory Kinametsin
- Fact Fantasia Investigation Treasure Chest ※

※ After using five types of liquid at the spring

Map Fódlan の核



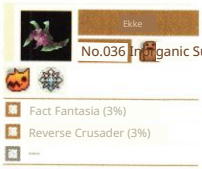
▼ Obtained items

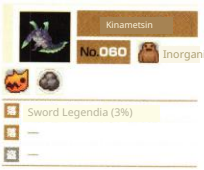
Cat Costume	Investigate Treasure Chest	
Magic Carta No.55	Investigate Treasure Chest	
Duality	Investigate Treasure Chest	
Hourglass ×5	Investigate Treasure Chest	
Elixir ×5	Investigate Treasure Chest	
2 Golden Statue	Investigate Treasure Chest	
Arcana Bottle ×3	Investigation Treasure Chest	
Magic Carta No.56	Investigation Treasure Chest	

▼ Shard Data

Properties	Types
Sharp	Gain
Rough	Defense
Bold	Refeed
Elegant	Mind
Warm-hearted	Resist
Chilly	Hit
Wonderful	Exceed

▼ Enemy Data





Chapter Three

Subevents

Groovy Chat

Groovy Chats that let you listen to conversations between Asbel and his companions total 310 types. To gain a deeper understanding of each character's thoughts and feelings, be sure to watch every chat without leaving any out.

Trigger chats without missing their timing

Groovy Chats occur not only near save points and discoveries, but also when you go to locations where events occur or fulfill certain conditions. Here, all in-game Groovy Chats are listed in the chat vendor's numerical order. Use the occurrence locations and conditions as references to aim for completing all chats. Note that chats up to number 315 are generally ordered according to the story, while chats from 316 onward include hints for dungeon mechanisms and content related to side events, so their timing and sequence are not necessarily related. Make sure not to miss chats that are available only for a limited time.

Chats you have seen once can be replayed and enjoyed anytime at the post-clear museum or at the Chat Vendor in Nekonin Village.

▼ Groovy Chat List

[Number] Chat Title	Place of occurrence	Strategy page: occurrence period and occurrence conditions, etc.
C001 ■Rumored Spring	D06 "Healing Spring" on the back hill of Rant	P190	No.001 From arrival at the back hill of Rant until before going to No.001 Flow
C002 □Rebellious Because They Want to Rebel (Rebellion Phase)	Save point on the back hill of Rant	P190	No.002 From recruiting the girl until before going to No.004 Lord's Mansion
C003 □ The word "かわいそう" (pitiful/poor thing)	On the bridge in Rant	P193	No.004 From after going to the Lord's Manor until before No.010 Helping th
C004 □ The Usual Brother	Asbel's room at the Lord's Manor in Rant Desk	P194	No.004 From after hearing Frederic's story until before No.007 Listening to Kelly in front of the Lord's Manor
C005 ■ Is Family Important?	Save point at the Lord's Manor in Rant	P194	No.004 From after hearing Frederic's story until No.017 When Richard joins
C006 □ Fruit of Wisdom	D01 located in Lant	"Apple Tree"	P193	No.009 After going to the Lord's Manor, until No.010 sneaking into the gues Discover the event location's discovery
C007 □ Fūhaku refers to the wind god	On the ladder of D02 "Guardian Wind God" in Rant	P193	No.005 After going to the Lord's Manor, until No.017 Richard joins
C008 □ I stood still	DO3 "Painting" located in the Lord's Manor in Rant	P194	No.005 After going to the Lord's Manor, until No.017 Richard joins
C009 □ Beyond the West Rant Road	Save point located on the land side of the West Rant Road	P195	No.006 After talking to Frederick, until before talking to Kelly in front of the No.007 lord's manor
C010 □ Effective Use	DO4 "Gummy's Fruit" on West Rant Road	P195	From going to the No.006 lord's manor until before talking to Kelly in front of the No.007 lord's manor, discover the discovery at
C011 □ Abracadabra~	Save point near the hut by the roadside on West Rant Road	P195	No.006 After watching the performance in front of the hut, until before talking to Kelly in front of the No.007 lord's manor
C012 □ When I Grow Up	Asbel's room at the Lord's Manor in Rant Desk	P194	No.008 From naming the girl Sophie until going to the back mountain with Richard for No.007
C013 □Road Leading to the Capital	Save point located on the Lant side of the East Lant Road	P198	No.008 After naming the girl Sophie, No.009 Before helping the visitor で

[Number] Chat Title	Place of occurrence	Walkthrough page	Occurrence period and triggering conditions, etc.
C014 ☐An important item	D05 "Shard of Gleaming Stone" on Higashi Ranto Road	P198	No.008 From the moment the girl was named Sophie until No.017 Richard join discover the location of the occurrence (Discovery)
C015 ☐ An unexpected action	Save point located on the Lant side of the East Lant Road	P198	No.009 From helping the visitor until No.017 Richard joined
C016 ☐ An unexpected execution	On the bridge in Rant	P193	No.010 From meeting Richard until accompanying No. 012 Richard to the back mountain
C017 ■ Back then	D06 spring water at "Healing" the back hill of Rant	P190	No.012 From falling off the cliff until No.017 Richard joins, discover the incident location
C018 ☐ Angry face, sad face	At the cliff base on the back hill of Rant	P199	No.012 From falling off the cliff until before returning to No.014 Rant
C019 The face I don't want to show	The middle slope of the cliff on the back hill of Rant	P199	No.012 From after the Bear Bastard battle until climbing up the cliff along the Up to (or as far as) e
C020 Looks familiar	D07 "Traces of some kind of nest" on the middle slope of the cliff on the back hill of Rant	P199	No.012 From falling off the cliff until before returning to No.014 Rant, discover the incident location
C021 Longer!	D08 "Tree" on the "Oath of back hill of Rant	P190	No.012 From Frederick's arrival to pick him up until before returning to No.014 Rant, discover the incident location
C022 ☐ The Oath of Friendship is Unlimited!	The DOB "Oath Tree" on the hill behind Rant by the back mountain of Rant	P190	No.012 From Frederick's arrival to pick him up until before returning to No.014 Rant. It is acceptable if the discovery has not been
C023 ■ Do not force it	Save point located on the Lant side of the East Lant Road	P198	No.013 From slipping out of the room with Sofie's help until No.017 Richard joins
C024 ☐ Is Hen Fun?	Save point near the roadside hut on the East Rant Highway	P198	No.013 From racing Sofie on the East Rant Road until No.017 Richard joins
C025 ☐ Even though I beat Pierce	D09 "Windol Ox" on the East Rant Highway	P198	No.013 From racing Sofie on the East Rant Road until No.017 Richard joins, discover the incident location
C026 ☐ Loose-fitting Ring	Save point at the Baronia inn	P201	No.015 After arriving in Baronia, until No.017 joins with Richard Up to (or as far as) e
C027 ☐The King's Knight	Save point at the Baronia inn	P201	No.017 After rendezvousing with Richard, to No.018 When Richard shows his favorite view on the northern hill
C028 ☐Are you knowledgeable?	D10 "Great Emerald" in Baronia	P201	No.017 After joining up with Richard, until waiting through the night at No.0 IC. Discover the occurrence location
C029 ☐You've forgotten Hubert	Save point at the Baronia inn	P201	No.017 After rendezvousing with Richard, to No.018 When Richard shows his favorite view on the northern hill
C030 ☐ You know everything, don't you?	D11 "Water of Atonement" in the Baronia cathedral	P201	No.020 After entering the cathedral, until fighting No.021 Baron Bat, Discover the occurrence location
C031 ☐ I will keep my promise	Save point in front of the hall under the royal capital	P204	No.021 After entering the royal capital underground, before fighting No.021 S
C032 Feelings about field missions	Save point on the Baronial Road side north of Oren Forest	P206	No.022 After fighting the wolf, until entering No.023 Oren Village
C033 Mix it safely	D12 "Morino Flower" in Oren Forest	P206	No.023 After fighting the wolf, until boarding the ship to No.027 Rant Discover the occurrence location
C034 About one's ability	Save point before the ruined village in Oren Forest	P206	No.023 After finishing the investigation of Oren Village, to the North Baronia Road before leaving
C035 ☐ Knightly qualities	D13 "Tea Field" on the Baronial Road North	P207	No.023 After finishing the investigation of Oren Village, until boarding the sh Discover the occurrence location
C036 ☐ Unforgettable Event	Lookout on the North Baronia Road	P207	No.024 From being recommended to the Order until clearing No.165 the ga
C037 ☐ The Answer Is Decided	Save point at the Baronia inn	P210	No.025 After arriving in Baronia, until boarding the ship to No.027 Ran Up to (or as far as) e
C038 ☐ With Prize	D14 "Ice Candy" in Baronia	P210	No.025 Discover the location of the occurrence between arrival in Baronia and boarding the ship to Rant (No.027)
C039 ☐ Thinking in front of the statue	D15 "Statue of the Legendary Principal" in Baronia	P210	No.026 After reuniting with Sheria, discover the location of the occurrence before boarding the ship to Rant (No.027)
C040 ■ An Unbridgeable Gap	Save point near the roadside hut on the East Rant Highway	P212	No.029 From after Sheria treated the wound until before entering No.030 Lant

[Number] Chat Title	Place of occurrence	Walkthrough page	Occurrence period and triggering conditions, etc.
C041 ☐ Frozen Time	Near the fork in the road to the back hill of Rant on the North Rant Road	P217	No.030 From arriving in Rant until No.031 before rescuing Frederick
C042 ☐ Did you cherish it?	Save point on the back hill of Rant	P218	No.037 After fighting Avvakum, before going to No.038 Night Raid Planned Up to
C043 ■ Not being honest	Near the fork in the road to the back hill of Rant on the North Rant Road	P217	No.039 After naming the girl Sophie again, until before No.039 Returning to Rant
C044 ■ It's suffocating	The waterside near the southern exit of the Seaside Cave	P223	After seeing C043, after entering No.037 Seaside Cave, until before first diving into the water in No.037
C045 ☐ Encyclopedia Memory	D16 "Habitat of the Luminous Spirit Insect" in the Seaside Cave	P223	From entering No.037 Seaside Cave until returning to No.039 Rant, discover the spawn location Discovery
C046 ■ Sunao-san	D17 "Poison Seaweed" in the seaside cave	P223	From entering No.037 Seaside Cave until returning to No. 039 Rant, discover the spawn location Discovery
C047 ☐ It's only me!	Near the north exit of the seaside cave	P223	From nighttime in No.037 until before launching No.038 Night Raid
C048 ☐ Run like the wind	D18 "Remnants of Conflict" on the North Rant Road	P217	No.038 Discover the location's discovery after the night raid failed No.039 The site where it occurred before returning
C049 ☐ Hurry to Rant	Near the fork in the road to the back hill of Rant on the North Rant Road	P217	No.038 From after the night raid failed until before No.039 Return to Rant
C050 ☐ Place of Loss	Near the exit on the cathedral side of the royal capital underground	P225	No.043 From entering the royal capital underground until before No.044 Exiting to South Paronia Road
C051 ☐ Time and Change	D19 "A Large Something Bone" beneath the royal capital	P225	No.043 From entering the royal capital underground until before No.044 Exiting to South Paronia Road, discover the event location
C052 ☐ Future Destination	D20 "Balloon Flower Fluff" on the South Paronia Road	P228	No.044 From exiting to South Paronia Road until before entering No.063 Lord's Manor Study, discover the event location discovery
C053 ■ Irretrievable Place	Near the roadside hut on the South Paronia Road	P228	No.044 From repelling the pursuers until before entering No.049 Wallbridge Underground Ruins
C054 ■ Alliance Agreement	Near the warp point to the Wallbridge underground ruins on the South Paronia Road	P228	No.045 From after Pascal joins the party until before exiting from the left door of the Southmost Tower basement at No.051
C055 I, for me, for him, for her	D21 "Imaging Device" at the Wallbridge Underground Ruins	P229	No.046 After entering the Wallbridge Underground Ruins, discover the site of occurrence (Discovery) between entering and exit
C056 Investigation · Inference · Interest · Ruins	D22 "Taciturn Stone" at the Wallbridge Underground Ruins	P229	No.048 After entering the Wallbridge Underground Ruins, discover the site of occurrence (Discovery) between entering and exit
C057 Ah. I want to touch it.	Near the warp point to Grel-side Road at the Wallbridge Underground Ruins	P229	No.047 From exiting Grellside Street until entering No.063 Lord's Manor Office
C058 Crisis Management	D23 "Potato" on Grel-side Road	P230	No.047 From exiting Grellside Street until before entering No.063 Lord's Manor Office, discover the Discovery at the occurren
C059 ☐ I wanted you to tell me	D23 "Potato" on Grel-side Road	P230	No.047 From when Sophie tries to touch Richard until before meeting No.052 Lord Dale. It is not necessary to have discovered the
C060 ☐ Who are you?	Save point at Grelle-side inn	P232	No.048 From arriving at Grellside until entering No.063 Lord's Manor Office before
C061 ☐ Flirty scene	D24 "Bell of Glory" in Grellside	P232	No. 048 After arriving in Grellside and before entering No. 063 Lord's Manor Study, discover the place of occurrence
C062 ☐ Because I'll get jealous	D25 "Washed-up Letter" in Grellside	P232	No. 048 After arriving in Grellside and before exiting through the left door of the Underground of the Southernmost Tower No. 05
C063 ■ What is the entrance to the ruins?	A save point located on the Grellside side of Grellside Road	P230	No. D48 From meeting Lord Dale until before entering No. 050 Wallbridge
C064 ■ Helpful people	At D26 on the old Grell Road: "Carrot n"	P234	No.048 From arriving at Grellside until before entering No.063 Lord's Manor Study, discover the site where the event occurs
C065 ☐ Overhaul	Near the junction from East Rant Road to the old Grell Road	P212	No.048 From arriving at Grellside until exiting through the left door of No.051 Southernmost Tower Basement
C066 ☐ Inside the ruins	Enter the Wallbridge Underground Ruins from Grellside Street and proceed a short distance ahead	P229	No.050 From entering the Wallbridge Underground Ruins until exiting through the left door of No.051 Southernmost Tower Base
C067 ☐ With You	The save point located on the outdoor second-floor walkway of Wallbridge	P237	No.050 From entering Wallbridge until before operating the device that opens the South Gate of No.051

[Number] Chat Title	Place of occurrence	Walkthrough page	Occurrence period and triggering conditions, etc.
C068 ☐ Seriousness to the Max	At Wallbridge D27 "The Three-Hundred-Year Barrel"	P238	No.050 After entering Wallbridge, before operating the device to open No.051 South Gate, discover the occurrence location discovery
C069 ☐ Everyone is someone's	D28 in the royal capital underground "Nameless Person's Tombstone"	P238	No.050 After entering Wallbridge, before entering No. 057 Paronia Castle hidden passage, discover the occurrence location discovery
C070 ☐ Make me believe in you!	Near the table at Wallbridge Central Tower	P237	No.052 From arrival at the central building until before entering No.063 Lord's Manor Study
C071 ☐ Who really hates it?	Save point on the Wallbridge side of the South Baronia Road	P228	No.055 From the departure to retake the royal capital until entering No.057 Baronia Castle's hidden passage
C072 ☐ Don't worry~	Near the soldier by the roadside hut on the South Palonia Highway	P228	No.055 From the departure to recapture the royal capital until before arriving at the entrance to the royal capital underground in
C073 ■ Time Spent Absorbed	Save point on the capital-side lower level of the South Palonia Highway	P228	No.055 From the departure to recapture the royal capital until before entering the hidden passage of Paronia Castle in No.057
C074 ☐ Ammarcia Tribe Secret Tradition	D29 "Two Pots" in the hidden passage of Baronia Castle	P241	No.057 From entering Baronia Castle until before defeating Serdic in No.058, discover the location of the occurrence
C075 ☐ Close Aide	D30 "The Flag of Beginnings" in Baronia Castle	P242	No.058 From entering Baronia Castle until before defeating Serdic in No.058, discover the location of the occurrence
C076 ☐ Defeat the False King!	Save point located in front of the throne room of Baronial Castle	P242	No.058 From hearing about Serdic from Richard until before entering the Throne Room in No.058
C077 ☐ I only speak my true feelings	Save point located in front of the throne room of Baronial Castle	P242	No.060 From Malik joining the party until before entering Rant from the waterways in No.062
C078 ☐ As a friend	Save point at the Baronia inn	P210	No.061 From leaving Baronia Castle until before entering Rant from the waterways in No.062
C079 ■ Investigation results	Save point near the roadside hut on the East Rant Highway	P212	No.063 From arriving at the East Rant Road until before entering Rant from the waterways in No.062
C080 ☐ See, there are various things, right?	Save point on the back hill of Rant	P218	No.065 From scouting the movement of Fendell's army until before going to the flower field on the back hill of Rant in No.065
C081 ☐ I do not have the power to protect	Save point on the back hill of Rant	P218	No.065 From going to the flower field on the back hill of Rant until before entering Rant in No.065
C082 ☐ I want to be of help	On the bridge in Rant	P215	No.067 From the discovery that Sheria was kidnapped until before No. 068 Rescue Sheria
C083 ☐ An important name	Save point located on the land side of the West Rant Road	P248	No.067 From finding Klosophy's pressed flowers until before No.06B Rescue Sheria
C084 ☐ Very much so!	Save point near the hut by the roadside on West Rant Road	P248	No.068 From rescuing Sheria until before No.069 Reporting Sheria's safety to Hubert
C085 ☐ Unforgettable Memory	Save point at the Lord's Manor in Rant	P216	No.069 From reporting safety to Hubert until before No. 070 Boarding the ship to Strata
C086 ☐ Greet Your Parents?	Save point near the hut by the roadside on West Rant Road	P248	No.069 From arriving at the hut on West Land Road until before No.070 Boarding the ship to Strata
C087 ☐ The Woman Stays Silent.....!	Save point at the western port of Rant	P249	No.070 From arriving at the West Lant harbor until before No.070 Boarding the ship to Strata
C088 ☐ Sheria Who Does Not Give Up	Save point near the inn in Orleill	P253	No.071 From arriving at Orreille until before No.083 Fighting Dis Patel
C089 ☐ The Courage to Speak	D31 "Rock of Truth" in Or Reyu	P253	No.071 From arriving at Orreille until reporting to the President (No. 085), discover the place of occurrence
C090 ☐ What Is Rockgagan?	Save point on the Or Reyu side of the Strata Rocky Desert	P254	No.071 From arriving at Orreille until before No.074 Being swallowed by Rockgagan
C091 ☐ Knowledge for Living	D32 "Strata Cactus" in the Strata Rock Desert	P254	No.071 From arriving at Orreille until reporting to the President (No. 085), discover the place of occurrence
C092 ■ Some kind of ruins	Near the entrance of ruins buried in sand in the unexplored desert	P255	No.072 From arriving at the Untrodden Desert until before No.120 Fighting Richard
C093 ■ Handle with care	D33 "A Hard Book" in Sable Izole	P256	No.073 Upon arriving at Seible Izore, discover the discovery of the incident location before reporting to No.085 President
C094 ☐ Fine... I love it	Sable Izole of Sable Izole Save point located in front of the research facility	P256	No.073 From meeting the mysterious man (the President) until before reporting to No.085 President

[Number] Chat Title	Place of occurrence	Walkthrough page	Occurrence period and triggering conditions, etc.
C095 ☐ And Then There Were None...	Magic Ball "D34" at Sable Isolé "Sleep	P256	No.073 From arriving at Sable Isolé until reporting to No. 085 President, discover the Discovery of the Occurrence Site
C096 ☐ Things That Seem Like Nothing	Save point on the Sable Isolé side of the eastern Strata Great Desert	P257	No.073 From meeting the mysterious man (the President) until before being swallowed by No.075 Rock Gagan
C097 ☐ Where do all roads lead?	Save point located near the exploration starting point inside Rockgagan	P258	From being swallowed by No.075 Rock Gagan until before fighting No.076 Veil Parasite
C098 ☐ Don't bully me too much	D35 "Golden Smile" inside Rockgagan	P258	From being swallowed by No.075 Rock Gagan until fighting No.076 Veil Parasite, discover the Discovery of the Occurrence Site
C099 ☐ To the hut	Save point near the hut inside Rockgagan	P258	From fighting No.075 Mail Barasite until before entering the hut inside No.075's body
C100 ☐ Same frequency	Save point near the exit inside Rockgagan	P258	From entering the hut inside No.075's body until before fighting No.076 Veil Parasite
C101 ☐ Lucky Egg	Inside the Rock Gagan body, D36 "the 'largest and hardest single cell'"	P258	From being swallowed by No.076 Rock Gagan until fighting No.076 Veil Parasite, discover the Discovery of the Occurrence Site
C102 ☐ The Presence That Is Not the Only One	Hut in the eastern Strata Great Desert Nearby	P257	From escaping the interior of No.077 Rock Gagan until before entering No. 078 Yuriberte
C103 ☐ I Studied	Strata Great Desert · East at D37 "Desert Banana"	P257	No.077 After escaping from inside Rock Gagan and before entering No.078 Yu Riberte, discover the occurrence location discov
C104 ☐ Strolling the World's Fountains	At D38 in Yuliberte "Great Fountain "Water"	P262	No.078 From arrival at Yu Riberte to reporting to No.085 President, discover the occurrence location discovery
C105 ☐ People Who Protect Everyone	Near the Strata Presidential Office in Yuliberte	P262	No.078 From arrival at Yu Riberte until before fighting No.083 Dis Pathel
C106 ☐ Cooling Device	D39 "Comfort de Snowman" in Yuriberte	P261	No.078 From arrival at Yu Riberte to reporting to No.085 President, discover the occurrence location discovery
C107 ☐ Gather Information	Strata Presidential Office first floor Hall in Yuriberte	P262	No.078 From meeting the President until before Pascal draws the explanatory diagram at the inn for No.080
C108 ☐ Man of His True Feelings	Save point at the inn in Yuriberte	P261	No.080 From when Pascal draws the explanatory diagram at the inn until before meeting the President for No.080
C109 ☐ aadaru	Save point on the Yuriberte side of the Strata Great Desert West	P263	No.081 From arrival at the western Strata Great Desert until before reporting to No.085 President
C110 It's hot~	D40 "Sand Person" in the west of the Strata Great Desert	P263	No.081 From arrival at the western Strata Great Desert to reporting to No.085 President, discover the occurrence location discover
C111 Let's go all out!	Near the exit of the Strata Desert Ruins	P264	No.082 From entering the Strata Desert Ruins until before fighting No.083 Dis Pathel
C112 ☐ I'm worried	D41 "Remaining Ember of the Generation" in the Strata Desert Ruins "Ancient	P265	No.083 From entering the Strata Desert Ruins to fighting No.083 Dis Pathel, discover the occurrence location discovery
C113 ■ Because we're friends	Save point located in front of the Great Azure Sea Stone at the Strata Desert Ruins	P264	No.082 From entering the Strata Desert Ruins to No.083 Before fighting Dis Pathel
C114 ☐ The fact that you came here means...	Save point on the west side of the Strata Great Desert, at the Strata Desert Ruins	P263	No. 084 From after fighting Dis Patel until before reporting to the No. 085 President
C115 ☐ I am.....	D42 "Great Azure Sea Stone" in the Strata Desert Ruins	P264	No.082 From entering the Strata Desert ruins until reporting to the No.085 President, discover the discovery of the occurrence
C116 ☐ Just twenty minutes	Save point at the inn in Yuriberte	P261	No.085 From after reporting to the President until before boarding the ship to Gladiator Island No.087
C117 ☐ Too much?	Save point on the north side of the Strata Great Desert, at the port north of Yuriberte	P269	No.085 From after reporting to the President until before boarding the ship to Gladiator Island No.087
C118 ■ Brother, let's fight	Strata Great Desert, north at D43 "Kara Well"	P269	No.085 After reporting to the President, until hearing No.165 During this interval the discovery of the event location occurs. After the chat, you will fight Hubert (→P510).
C119 ☐ I cannot talk	Strata Great Desert north at D43 "Kara Well"	P269	If you lose the battle against Hubert that starts after seeing C118 or C120, the event occurs after the battle.
C120 ☐ Rematch	Strata Great Desert, north at D43 "Kara Well"	P269	If you lose the battle against Hubert that starts after seeing C118, the event occurs. After the chat, you will fight Hubert (→P510).
C121 ☐ That's unfortunate	Strata Great Desert north at D43 "Kara Well"	P269	If you win the battle against Hubert that starts after seeing C118 or C120, the event occurs after the battle. Hubert receives the title "Pride Brother".

[Number] Chat title	Place of occurrence	Strategy page: occurrence period and occurrence conditions, etc.
C122 ☐ Sharp Gaze	Save point at the northern port of Y Liberte	P270 No.087 From arrival at Y Liberte North Port until before fighting No.120 Richard
C123 I'm not bothered at all, you know—	D44 "Record of the Warriors" located on Colosseum Island	P271 No.088 From arrival at the Colosseum Island until fighting No.120 Richard, discover the event location
C124 ☐ Observed Watcher	Save point on the Arena Island	P271 No.088 From arrival at Arena Island until before No.089 r
C125 ☐ Black-clad Warden	Save point on the Arena Island	P271 No.089 From rescuing the spy until before No.120 fightin Richard
C126 ☐ Sophie-chan?	D45 in the Fendel border area "Momo Tree"	P276 No.092 From arrival at the Fendel border area until fighting Richard at No.120 Discover the origin site discovery before that
C127 Is there one!? Secret Escape Route	Near the exit to the border fortress in the Fendel border region	P276 No.092 From arrival at the Fendel border area until before entering No.115 Fe Iceberg Ruins
C128 ☐ The opposite of accidental is inevitable	Near the crater in the Fendel border region	P276 No.092 From discovering the roadside crater until before entering No. 092 Beranic
C129 Because the environment is harsh?	Save point at the Bellanic inn	P277 No.092 From arrival at Beranic until before meeting the child collecting the glimmerstone fragments
C130 Makes you want to eat	D46 "Kaiga's Script" in Bellanic	P277 No.092 From arrival at Beranic until before fighting Richard at No.120, discover the origin site discovery
C131 ■ *Cough cough*	Save point at the Bellanic inn	P277 No.093 From crossing the Strateim Corner until before triggering the event at contact port to Zavet No.095
C132 ☐ The Reality of Fendel	Save point located inside the Fendel Mountain Tunnel near the hut within the tunnel	P278 No.093 From crossing the Strateim Corner until before boarding the ship to Zavet No.095
C133 ■ What Lies Ahead	D47 "Ice Tree" located in the Fendel Mountain Tunnel	P278 No.092 From meeting the child collecting fragments of pyroxene until fighting No.120 Richard, discover the occurrence location
C134 ■ Pausing on the Plateau	D48 "Cabbage" located on the Fendel Plateau	P279 No.092 From meeting the child collecting fragments of pyroxene until fighting No.120 Richard, discover the occurrence location
C135 ☐ Anomaly	Contact to Zavet of the Fendel Plateau Save point located on the harbor side	P279 No.093 From handing over the horn of Strateim until before fighting No.120 Richard
C136 ☐ ...I like it	Save point at the port of contact with Zavēt	P280 No.096 From arriving at the contact port for Zavet until before fighting No. 120 Richard
C137 ☐ I won't let you in	D49 in Zavēt: "That unseen pipe over there"	P281 No.098 From arriving in Zavet until fighting No.120 Richard, discover the occurrence location
C138 ☐ Squeeze tightly and hold tight	Save point at the inn in Zavēt	P281 No.098 From arriving in Zavet until before fighting No.120 Richard
C139 ☐ You're so sweet, brother	D50 in Zavēt: "Matryoshka-style ornament"	P281 No.098 From arriving in Zavet until fighting No.120 Richard, discover the occurrence location
C140 ☐ Only my routine at times like this	Save point at the inn in Zavēt	P281 No.099 After being chased by Fendel soldiers, until before entering Mount Zavet (No.099)
C141 ☐ Is the power of belief something that resembles?	Save point on the Zavet side of Mount Zavet	P282 No.100 After fighting Chimbion Boa, until before fighting Richard (No.120)
C142 ☐ It's terrifying	D51 "Daikon" on Mount Zavet	P282 No.100 From arriving at Mount Zavet until entering the village of Ammarcia (No.101), discover the spawn location discovery
C143 ☐ ...too much	D52 "Kabocha" on Mount Zavet	P282 No.100 From arriving at Mount Zavet until fighting Richard (No.120), discover the spawn location discovery
C144 ☐ There is no need to hesitate	Save point near the warp point to the village of Anmarchia on Mount Zavet point	P282 No.100 From arriving at Mount Zavet until before entering the village of Ammarcia (No.100)
C145 ☐ Unnatural story	A save point located near the inn in Anmarchia Village	P285 No.101 From arriving at the village of Ammarcia until before fighting Richard (No.120)
C146 ☐ Perori World's Fountain	D located in Anmarchia Village 53 "Chocolate Fountain"	P285 No.101 From arriving at the village of Ammarcia until fighting Richard (No. 120), discover the spawn location discovery
C147 ☐ It is already, to the point of tears	A save point located near the inn in Anmarchia Village	P285 No.101 From visiting Pascal's room until before fighting Richard (No.120)
C148 ☐ Please choose your preference	D54 located in Anmarchia Village "Bot Pet"	P285 No.101 From arriving at the village of Ammarcia until fighting Richard (No.120), discover the spawn location discovery

Sub event

[Number] Chat Title	Place of occurrence	Strategy page: occurrence period and occurrence conditions, etc.
C149 ☐ That's an otome's privilege	Save point near the warp point to the village of Ammalchia on Mount Zavēt (save point)	P282	No.102 From after hearing the elder's story until before fighting No.120 Ri
C150 ☐ I will kill him	Near the entrance of the Sneak Laboratory	P286	No.104 From arrival at the Sneak Research Institute until before fighting No.120 Richard
C151 ☐ Completed? Incomplete?	Sneak Laboratory D55 "Elemental Reloading Device"	P286	No.104 From arrival at the Sneak Research Institute until fighting No.120 Richard, discover the occurrence location discovery
C152 ☐ The Celestial Realm	Sneak Laboratory D56 "Heretical Hand"	P287	No. 104 Upon arriving at Sneek Institute, discover the site of the incident before fighting No. 104 Veles
C153 ☐ Do not allow meaningless actions	Near the elevator in Fourier's laboratory at the Sneak Research Institute	P287	No. 105 From after hearing Fourier's story until before leaving the No. 105 laboratory building
C154 ☐ Is this really practice?	Save point on the Zavet side of Mount Zavet	P282	No. 106 From after leaving the Sneak Laboratory until clearing No. 164 game. After the chat, you will engage in combat with Soph
C155 ☐ This won't do.....	Save point on the Zavet side of Mount Zavet	P282	Lose the battle against Sophie that begins after viewing C154 or C156
C156 ☐ Once more	Save point on the Zavet side of Mount Zavet	P282	C Lose the battle against Sophie that begins after viewing 154. After the chat, you will engage in combat with Sophie (→P510)
C157 ☐ Things I learned	Save point on the Zavet side of Mount Zavet	P282	Win the battle against Sophie that begins after viewing C154 or C156. Sophie will acquire the title "Believer in the Oath"
C158 ☐ I don't like that timidity	Save point at the inn in Zavēt	P281	No. 107 From arrival at Zavet until before using the No. 108 entry pass to enter the Government Tower
C159 ☐ Should I get off?	Save point at the inn in Zavēt	P281	No. 108 From arriving at the plaza in front of the Government Tower entrance until before entering Kurtz's room in No. 112
C160 ☐ Persuade Kurtz	Save point on the 1st floor of the Fendel Government Tower	P291	No.108 After using the entry pass to enter the Government Tower, until be Mountain Ruins
C161 ☐ Men, really...	"Nest D57" in the Fendel Government Tower "Ice"	P291	No.108 After using the entry pass to enter the Government Tower, until fig discover the occurrence location's discovery
C162 ☐ Such a handful, aren't they	"Mountain D58" in the Fendel Government Tower "Treasure"	P291	No.111 After using the entry pass to enter the Government Tower, until fig discover the occurrence location's discovery
C163 ☐ Remaining destination is.....	Save point on the 42nd floor of the Fendel Government Tower	P291	No.111 After using the entry pass to enter the Government Tower, until before entering No.112 Kurt's room
C164 ☐ To the northeastern drift ice zone	Save point at the inn in Zavēt	P281	No.112 After leaving the Government Tower, until before stopping the No.115 Great Crimson Lotus Stone experiment
C165 ■ What was I going there for?	Save point located on the mid-slope of the Fendel Ice Mountain Ruins	P294	No.115 From arrival at the Fendel Glacier ruins until before stopping the experiment on No.116 Great Crimson Lotus Stone
C166 ☐ Each standpoint	D59 "Rainbow Ice Pillar" located in the Fendel Ice Mountain Ruins	P294	No.115 From arrival at the Fendel Glacier ruins until fighting No.120 Richard, discover the occurrence site's discovery
C167 ☐ To the Vault of Wisdom!	Save point located on the Fendel Glacier ruins side of the path to the Frozen Sea	P293	No.117 From obtaining the Key to the Vault of Wisdom until before entering No.118 Vault of Wisdom
C168 ■ I'm so baffled	D60 "Great Crimson Lotus Stone" in the Fendel Glacier ruins	P295	No.117 From obtaining the Key to the Vault of Wisdom until fighting No.120 Richard, discover the occurrence site's discovery
C169 ☐ It's a loss to look back on the past	Save point at the inn in Zavēt	P281	No.117 Obtaining the Key to the Warehouse of Wisdom until before No.120 Fighting Richard
C170 ☐ Connected Points and Lines	Save point located near the inn of Anmaltia Village	P285	No. 118 From entering the Repository of Wisdom until before fighting No.
C171 ■ The World of Death	Save point near the warp point to the village of Ammalchia on Mount Zavēt (save point)	P282	No. 119 From leaving Ammarutia Village until before boarding the ship to the isolated island at the center of the world
C172 ☐ Who made the Great Bright Stone?	Save point at the inn in Zavēt	P281	No. 119 From leaving Ammarutia Village until before boarding the ship to the isolated island at the center of the world
C173 ■ Explore the Island	Save point on the isolated island at the center of the world	P297	No. 120 From arriving at the isolated island at the center of the world until before fighting Richard
C174 ☐ Things More Important Than Facts or Reality	Save point at the inn in Zavēt	P281	No. 121 After resting Sophie at the inn until before boarding the ship to Orleil (No. 122)
C175 ☐ Seible Isore...?	Save point near the inn in Orleill	P253	No. 123 From arriving at Orleil until before meeting the president at Sable Isolé (No. 124)

Number] Chat Title	Place of occurrence	Walkthrough page	Occurrence period and triggering conditions, etc.
C176 ☐ Worried Instructor — Getting a Little Angry?	Save point on the Sable Isolé side of the Strata Rock Desert	P254	No. 123 From arriving at Orleil until before meeting the president at Sable Isolé (No. 124)
C177 ■ Unexpected Accident	Sebil Izole's Sebil Izole Save point located in front of the research facility	P256	No.124 After arriving at Seible Izole until before boarding the ship to No. 125 Beranique
C178 ☐ Blushing from reminiscing is a sign of youth	Sebil Izole's Sebil Izole Save point located in front of the research facility	P256	From obtaining information about Fodra at No.124 Laboratory until before going to the boarding area for No.125 Or-Reiyu
C179 ☐ Hope in the sky above	Save point at the southern port of Beranique	P276	From arriving at the southern port of No.125 Beranique until before discovering the shuttle in the hidden room at No.127
C180 ☐ The Weight of Existence	Save point near the hidden shuttle location in the seaside cave	P223	From arriving at the seaside cave at No.127 until before entering No.128 Lant
C181 ☐ Elder brother at the front gate, younger brother at the rear gate	Save point near the hidden shuttle location in the seaside cave	P223	No. 127 From discovering the shuttle in the hidden room until before entering No. 128 Rant
C182 ■ For now, a distant ideal	Save point at the Lord's Manor in Rant	P216	No. 128 From letting Sophie rest until before talking in front of the No. 128 portrait
C183 ☐ If you think about it logically	Save point located inside the Fendel Mountain Range near the hut within the tunnel	P278	No.130 From triggering the event on the mid-slope of the untamed snowy road until before arriving at No.131 Entrance to the snow-s
C184 ■ Women are strong	Save point located on the ruins side closed off by snow on the untamed snowy road	P303	No.130 From arriving at the untamed snowy road until before entering No.135 Shuttle's hidden room
C185 ☐ Exploring other possibilities	D61 "Frozen Sinking Flower" located on the untamed snowy road	P303	No.130 From arriving at the untamed snowy road until entering No.135 Shuttle's hidden room, discover the location of the occurrence
C186 ☐ Pascal's Counterattack	Near the entrance of the snow-covered ruins	P304	No.131 From arriving at the snow-sealed ruins until before entering No.135 Shuttle's hidden room
C187 ☐ Where did you hear that?	D62 "Longing for Home" in the snow-sealed ruins	P304	No.131 Discover the discovery of the spawn location between arriving at the snow-sealed ruins and No.135 entering the shuttle's hi
C188 ■ What is the objective?	In the snow-locked ruins D63 "Graveyard of Decayed Machines"	P305	No.131 From arriving at the Snow-Sealed Ruins until entering the hidden room of No.135 Shuttle, discover the site of occurrence
C189 ☐ Shall we do it!	Save point located in the deepest part of the snow-locked ruins	P305	No.131 From arriving at the Snow-Sealed Ruins until before fighting No.133 Polycarbos
C190 ☐ The power of light is effective	Save point located on the ruins side closed off by snow on the untamed snowy road	P303	No.134 From repelling the malformed enemies until before entering the hidden room of No.135 Shuttle
C191 ■ Let's go back to the hidden room	Save point near the hidden shuttle location in the seaside cave	P223	No.135 From arriving at the Seaside Cave until before entering the hidden room of No.135 Shuttle
C192 ☐ The resolve I had when I came to Fodlan	Near the shuttle's pilot seat	P307	No.137 From arriving at District 13 until before meeting No.138 Emeroad
C193 ☐ Gently and inexorably	Save point near the warp point to Delos Astyu in District 13	P307	No.137 From arriving at District 13 until before meeting No.138 Emeroad
C194 ■ Everyone Together	Telos Astyu save point	P308	No.138 From arrival at Telos Astyu until meeting No.138 Emeraude before then
C195 ■ Moving in the Void	D64 "Eternal Moment" in Telos Astyu	P308	No.138 Discover the Discovery of the Incident Location between arriving at Telos Astu and returning to Ephinea on Shuttle No.149
C196 ■ A World Without Heartbeat	D65 "Green Hope" in Telos Astyu	P308	No.138 Discover the Discovery of the Incident Location between arriving at Telos Astu and returning to Ephinea on Shuttle No.149
C197 ☐ Great Help: Emeraude's Knowledge	Telos Astyu save point	P308	No.138 From meeting Emerod to before entering the laboratory where you treat Sophie (No.141)
C198 ☐ Still Stinks After a Thousand Years	D66 "Large Bath" in Telos Asty	P308	No.138 Discover the Discovery of the Incident Location between arriving at Telos Astu and returning to Ephinea on Shuttle No.149
C199 ☐ Sophie's Functionality	Save point near the warp point to the Cornell Research Facility in District 13	P307	No.139 From meeting Emerod and triggering the event at the Cornell Institute entrance to before entering the laboratory where you t
C200 ☐ Research with a toy	D67 "Worn Building Blocks" in the Cornell Research Facility	P313	No.141 Discover the Discovery of the Incident Location between arriving at the Cornell Research Facility and returning to Ephinea on S
C201 ☐ It's junk	D68 "Tarlow XJ" in the Cornell Research Facility	P314	No.141 Discover the Discovery of the Incident Location between arriving at the Cornell Research Facility and returning to Ephinea on S
C202 ☐ What is Anmarchia?	Save point on B4 (basement 4) of the Cornell Research Facility	P314	No.141 From arriving at Basement Level 4 to before returning to Ephinea on Shuttle No.149

Sub event

[Number] Chat title	Place of occurrence	Walkthrou	Occurrence period and triggering conditions, etc.
C203 ☐ What is the problem of information integration?	Save point on B4 (basement 4) of the Cornell Research Facility	P314	No.142 From defeating Lambda to before returning to Ephinea on Shuttle No.149
C204 ☐ Creator	Save point near the warp point to the Cornell Research Facility in District 13	P307	From No.144 after Sophie has fully recovered until before returning to Ephinea on Shuttle No.149
C205 ☐ Traces of People	D69 "Secret Base" in District 13	P307	After watching No.141 Cornell and Lambda's video record, discover the occurrence site before returning to Ephinea on Shuttle No.149
C206 ☐ Various Thoughts	Save point located on the District 13 side of District 66	P315	From No.144 after Sophie has fully recovered until before returning to Ephinea on Shuttle No.149
C207 ■ The Star's End	D70 "Unfulfilled Wish" in District 66	P315	No.144 After Sophie has fully recovered, discover the location of the occurrence between then and returning to Efinéa on Shuttle
C208 ☐ Fodra's Decisive Weapon	Save point near the warp point to the Basis Military Base in Sector 66	P315	No.145 From arrival at the Basis military base until before returning to Ephynea on Shuttle No.149
C209 ☐ My Mission	D71 "Rank Insignia" at the Basis Military Base	P316	No.145 From arriving at the Basis Military Base until returning to Efinea on Shuttle No.149, discover the site of occurrence
C210 ■ Might Be Useful for Something	D72 "Anmalchi's Key" at the Basis Military Base	P317	No.145 From arriving at the Basis Military Base until returning to Efinea on Shuttle No.149, discover the site of occurrence
C211 ☐ Being Stubborn	Save point located in the deepest part of the Basis Military Base	P317	No.145 From arrival at the Basis military base until before returning to Ephynea on Shuttle No.149
C212 ☐ I Want to Shout "Liar!"	Save point located in the deepest part of the Basis Military Base	P317	No.146 From obtaining the Delispit until returning to Efinea on Shuttle No.149
C213 ☐ Violent Star Monster	Save point located on the District 13 side of District 66	P315	No.147 From leaving the Basis Military Base until returning to Efinea on Shuttle No.149
C214 ☐ Malik's Trial	Save point near the warp point to Delos Astyu in District 13	P307	No.147 From leaving the Basis Military Base until clearing Game No.165. After the chat, you will enter combat with Malik (→
C215 ☐ What's the matter, Asbel!	Save point near the warp point to Delos Astyu in District 13	P307	If you are defeated in the battle with Malik that starts after seeing C214 or C216, it occurs after the battle
C216 ☐ Show it with results!	Save point near the warp point to Delos Astyu in District 13	P307	If you are defeated in the battle with Malik that starts after seeing C214, it occurs. After the chat, you will enter combat with Mali
C217 ☐ Oath	Save point near the warp point to Delos Astyu in District 13	P307	If you win the battle with Malik that starts after seeing C214 or C216, it occurs after the battle. Malik will acquire the title "Still My
C218 ☐ A Well-Behaved Younger Brother	Telos Astyu save point	P308	No.149 From arriving at Telos Astyu until returning to Efinea on Shuttle No. 149
C219 ☐ Surprisingly Pushy	Save point near the Lambda Cocoon shuttle	P322	No.150 From arriving at the Lambda Cocoon until before fighting Richard in No. 151
C220 ■ Secret Conversation	Save point near the Stone Heart in Lambda	P322	No.150 From arrival at Lambda until before fighting No.151 Richard
C221 ☐ To Richard	D73 "Stone Heart" in the Lambda Cocoon	P322	No.150 From arrival at Lambda until before clearing the game No.165, discover the location of occurrence
C222 ☐ I will definitely save you	Save point located just before the deepest area of the Lambda Cocoon	P323	No.151 From arrival at Lambda's deepest area until before fighting No.151 Richard
C223 ☐ Let's join forces	Save point located just before the deepest area of the Lambda Cocoon	P323	No.151 From arrival at the deepest part of Lambda's cocoon until before fighting No.151 Richard
C224 ☐ Fight	Save point at the Lord's Manor in Rant	P216	No.153 From arrival at Lant until before entering No.153 the office
C225 ☐ Incomparable Things	Save point at the Lord's Manor in Rant	P216	From entering No.153 the office until before going to the garden in front
C226 ☐ We have awakened them...	The fork on North Lant Road toward the back mountain Near the road	P217	No.153 From arrival at North Lant Road until before entering the flower field on the back mountain of Lant
C227 People are difficult.....	Behind Rant Mountain D08 "Oath of ..."	P218	No.154 Occurs from entering the flower field behind Rant Mountain until No.165 clearing the game. Discoveries do not need to
C228 And before that	On the bridge in Rant	P215	No.155 From taking a rest before the final battle until before entering No.156 Gardia Shaft
C229 The role of the Gardia Shaft	Gardia Shaft Upper Shuttle near the save point	P335	No.156 Gardia Shaft: occurs from arrival at the upper level until clearing No.165 Game

[Number] Chat title	Place of occurrence	Walkthrough page	Occurrence period and triggering conditions, etc.
C230 ☐ Those who laugh, those who do not laugh	Save point located on the mid-slope of the upper level of Gardia Shaft	P336	Occurs from passing the barrier at No.157 until clearing No.165 Game
C231 ☐ A Glimpse into the Past 1	Near the transparent wall on the mid-slope of the upper level of Gardia Shaft	P336	Occurs from passing the barrier at No.159 until before passing Barrier 2
C232 ■ Layers of History	Galdia Shaft upper layer D74 "Giant Drill"	P336	No.159 Discover the occurrence location between passing Barrier 2 and clearing No.165 game
C233 ■ Emeroad's Mistake	Save point near the warp point to the mid layer located in the upper layer of Galdia Shaft	P336	No.159 From passing Barrier 2 until clearing No.165 game
C234 ☐ Glimpse of the Past 2	Near the transparent wall located on the mid-slope of the mid layer of Galdia Shaft	P337	No.160 From passing Barrier 3 until before fighting No.162 Wilbuis
C235 ☐ Cannot say with confidence	Save point near the warp point to the upper layer located in the mid layer of Galdia Shaft warp point	P337	No. 160 From after passing Barrier 3 until clearing No. 165
C236 ■ A Glimpse into the Past 3	Near the transparent wall located on the mid-slope of the mid layer of Galdia Shaft	P338	No. 162 From after passing the barrier until before fighting No. 163 Proserpin
C237 ☐ To these children	Galdia Shaft, middle level D75 "The Forgotten Presence"	P338	No. 161 From after passing Barrier 3 until clearing No. 165 Discover the place where it occurs
C238 ■ It seems to be getting closer...	Gardia Shaft: Save point located just before the warp point to the lower layer in the middle level	P338	No.161 After passing Barrier 3 until clearing No.165 game
C239 ☐ This is the final battle!	Save point at the deepest area in the lower level of Gardia Shaft	P339	No. 163 From the battle with Proserpina until No. 165 when the game is cleared
C240 ☐ Hubert loses his way	Save point on the Sneak Laboratory side of Mount Zavette	P282	No. 100 From arriving at Mount Zavett until before No. 120 when fighting Richard
C241 ■ During the six months...	D79 "Lord's Tomb" in Rant Cemetery	P215	No. 165 From the start of the "Lineage Toward the Future" chapter until No. 194 when fighting Fodla Queen
C242 ☐ A arranged marriage	Asbel's room at the Lord's Manor in Rant Desk	P216	No. 165 From discussing Asbel's marriage prospects in the front garden of the lord's manor until No. 169 when reuniting with Sheria
C243 ☐ Evaluation as a Lord	The desk in the lord manor's study in Rant	P216	No. 166 From discussing Asbel's marriage prospects in the front garden of the lord's manor until No. 167 when Phil leaves the part
C244 ☐ Asbel: First Solo Journey	Save point located on the Lant side of the East Lant Road	P212	No. 168 From Sofia's disappearance until No. 169 when reuniting with Sheria
C245 ☐ Admiration for My Older Brother	Near the large chrysoprase in Baronia	P210	No.170 After finishing the conversation in the Throne Room, until No.194 Battle with Fodrak Queen
C246 ☐ Asbel after a long time	Save point located in front of the throne room of Baronial Castle	P242	No.170 After finishing the conversation in the Throne Room, until No.176 Arrival at the Village of Anmarcha
C247 ■ A Passion for Pursuing Ideals	Near the entrance of the Wind Engine Ruins b	P343	No. 170 After finishing the conversation in the Throne Room, until No. 176 Arr
C248 ■ Fame Is Tough	Save point near the entrance of the Wind Engine Ruins warp point	P346	No.172 From entering the Wind Engine Ruins until No.194 Battle with Fodrak Queen
C249 ☐ Gentlemanly Behavior	West side of the starting point on Basement Floor 1 of the Wind Engine Ruins	P347	No. 172 From hearing Richard's confession at the Windmill Ruins until the No. 172 party joins
C250 ■ Oath: Once Again	D80 "Stone of Eloquence" located in the Wind Engine Ruins	P347	No. 172 From when Richard talks about his feelings for Sophie at the Windmill Ruins until the No. 172 party joins
C251 ☐ Marriage Is Great?	West side of the midpoint on the 1st floor of the Wind Engine Ruins	P346	No. 172 From when Hubert and the others begin moving until the No. 172 party joins
C252 ☐ The Relationship Between the Two	West side of the party rendezvous point in the Wind Engine Ruins	P347	No. 173 From when the No. 173 party assembles until they fight the No. 173 Legendary Wyvern
C253 ☐ What It Means to Grow Older	Save point on the north side of Basement 1 of the Wind Engine Ruins	P347	No. 173 From when the No. 173 party assembles until they fight the No. 173 Legendary Wyvern
C254 ■ Nice atmosphere	D81 "Wind Turbine Foundation" located in the wind turbine ruins	P346	No.173 From after the party reunited until meeting up with No.177 Sophie and the others
C255 ☐ Things not to do	Basement level 2 of the Windmill Ruins	P347	No.174 From deciding to return to Baronia until arriving at the village of No.176 Ammalchia
C256 ☐ Belanique situation	Save point at the Bellanic inn	P277	No.175 From receiving contact from Pascal until fighting No.194 Fodora Queen

Sub event

[Number] Chat Title	Place of occurrence	Strategy page	occurrence period and occurrence conditions, etc.
C257 ☐ One more communicator	Near the entrance of the Wind Engine Ruins beneath the Royal Capital	P343	No. 175 From receiving contact from Pascal until arriving at the village of No. 176 Anmalchia
C258 ☐ Zavet Improvement Plan	Save point at the inn in Zavêt	P281	No.175 From receiving contact from Pascal until fighting No.194 Fodora Queen
C259 ■ Greet the Neighbors	Save point in the village of Anmarchia	P285	No. 176 From arriving at the village of Anmarchia until discovering the traces of the battle fought by No. 177 Sofi and company
C260 ☐ Reason for Irritation	The second save point in the Fendel Glacier Ruins	P350	No. 177 From discovering the traces of the battle fought by No. 177 Sofi and company until joining No. 177 Sofi and company
C261 ☐ Reconciliation	The deepest save point in the Fendel Glacier Ruins	P350	No. 177 From fighting Tithonos until hearing Fourier's story in No. 178
C262 ☐ Feeling Listless	In front of the chieftain's hall in the village of Anmarchia	P285	No. 178 From learning of Fodora's anomaly until No. 178 Sofi and company leave the party
C263 ☐ The Shocking Truth	After passing through the large pit in the Fendel Glacier Ruins Entrance to Ammarthia Village	P285	No. 178 From No. 178 Sofi and company leaving the party until No. 181 Sofi and company join the party
C264 ■ Mask of Justice	In front of the inn on Combat Isle	P271	No. 178 From No. 178 Sofi and company leaving the party until fighting the Fodra Queen in No. 194
C265 ☐ The Ozwell Family's Current Situation	Under the fountain in the Yuliberte residential district	P282	No. 179 From finishing the conversation in the Throne Room until No. 181 Sofi and company join the party
C266 ☐ Like a Jewelry Box	Entrance to Yuliberte	P261	No. 179 From finishing the conversation in the Throne Room until fighting the Fodra Queen in No. 194
C267 ☐ A Wide Selection	Near the entrance of the Strata Desert Ruins	P352	No. 180 From after fighting the Gellahn Golem until fighting No. 180 the Sheel Trent
C268 ☐ Secret	Save point at the Strata Desert ruins	P352	No. 180 From after fighting the Gellahn Golem until fighting No. 180 the Sheel Trent
C269 ☐ The Whereabouts of Friendship	Near the entrance of the Strata Desert Ruins	P352	No. 180 From after Lambda and Asbel's conversation ends until No. 181 Sophie and the others join the party
C270 ☐ Kindness Is Scary	Near Pascal's hut in the village of Anmarchia	P285	No. 181 From after Sophie and the others join the party until No. 182 Arrival in Fodra
C271 ☐ Dangerous chemical reaction	After dualizing natto toast D66 "Large Tub" in Telos Asty	P356	No. 182 From arrival in Fodra until No. 194 Battle with the Fodra Queen
C272 ■ Capable woman	Save point at the entrance of the Elemental Research Institute	P357	No. 184 From arrival at the Element Research Institute until No. 194 Battle with the Fodra Queen
C273 ☐ Within expectations	Near mechanism 1 in the Elemental Research Institute	P357	No. 184 From arrival at the Element Research Institute until No. 184 Viewing past records in the laboratory
C274 ☐ What is your favorite thing?	Save point in the laboratory of the Elemental Research Institute	P357	No. 184 From viewing past records in the laboratory until No. 194 Battle with the Fodra Queen
C275 ☐ Hubert's Hidden Preference	Sample Observation Record D82 at the Elemental Research Institute	P357	No. 184 From viewing past records in the laboratory until No. 194 Battle with the Fodra Queen
C276 ☐ The Great Loss	Save point near the Sample Observation Record at the Elemental Research Institute	P357	No. 184 From viewing past records in the laboratory until No. 194 Battle with the Fodra Queen
C277 ■ A Pitiful End	Save point in front of the Otherworldly Paradise shuttle	P359	No. 186 From arriving at the otherworldly paradise until fighting No. 194 Fodora Queen
C278 ■ Wants to Grow Big	"Pest Control Flower" D83 in the Otherworldly Paradise	P360	No. 186 From arriving at the otherworldly paradise until fighting No. 194 Fodora Queen
C279 ☐ The Giant of the Open Sea	Save point in Otherworld Paradise Area 6	P360	No. 186 From arriving at the otherworldly paradise until fighting No. 186 Little Queen
C280 ■ His Majesty's Hobby	Save point located in front of the Rastakanan shuttle	P365	No. 190 From arriving at Rastakanan until fighting No. 191 Little Queen
C281 ■ Can't Go Back Up?	In Rastakanan, ride the device for the first time and go down	P366	No. 190 From arriving at Rastakanan until fighting No. 191 Little Queen
C282 ☐ But you are the one speaking	D84 "Mine Remains" located on Rastakanan Upper Layer 6	P369	No. 190 From arriving at Rastakanan until fighting No. 194 Fodora Queen
C283 ☐ Believe in Lambda	Save point on Rastakanan Upper Layer 6	P369	No. 190 From arriving at Rastakanan until fighting No. 194 Fodora Queen

[Number] Chat title	Place of occurrence	Walkthrough page	Occurrence period and triggering conditions, etc.
C284 ☐ With resolve in our hearts ~ A promise between women	Save point on Rastakanan Lower Level 1	P370	No.192 From arrival at the lower level of Rastakanan until fighting No.192 Little Queen
C285 ☐ How to Deliciously Enjoy Monsters	Near the crystal deposits in Rastakanan Lower Layer 2	P370	No.192 From arrival at the lower level of Rastakanan until obtaining No.192 Liquid
C286 ☐ Chatting with Efinéa	D84 "Observation Device" located at Rastakanan Lower Level 5	P372	No. 192 From arrival at Lower Rastakanan until fighting No. 194 Fodora Queen
C287 ☐ With determination ~ Not enough hardship	Save point located at Rastakanan Lower Level 7	P373	No. 192 From arrival at Lower Rastakanan until fighting No. 194 Fodora Queen
C288 ☐ Friendly family	Save point at the Core of Fodra	P374	No. 193 From fighting the Little Queen until fighting No. 194 Fodora Queen
C289 ☐ Young grandmother	Save point at the Lord's Manor in Rank	P216	No. 192 From arrival at Lower Rastakanan until fighting No. 194 Fodora Queen
C290 Baronia's Mask ~ Birth Chapter	Near the entrance of the knight academy in Baronia	P210	No. 192 Arriving at the lower level of Rastakanan until No. 194 Fighting the Fodrakuin
C291 Garden of Kurosofi	Near the east fence outside the first floor of Wallbridge	P238	No. 192 From arrival at Lower Rastakanan until fighting No. 194 Fodora Queen
C292 ☐ Sleep Deprivation	Second floor of the Duke Dale residence in Grellside	P232	No. 192 From arriving at the lower level of Rastakanan until No. 194 Fighting the Fodrakuin
C293 ■ The Mask of Baronia ~ The Aspiration Chapter	Near the glowing spot in Orleille where Magic Carta No. 58 can be obtained	P253	No. 192 From arrival at Lower Rastakanan until fighting No. 194 Fodora Queen
C294 ☐ Rock Gagan Three Choices	2nd floor of the central bookshelf in Seyble Izore's research facility	P256	No. 192 From arrival at Lower Rastakanan until fighting No. 194 Fodora Queen
C295 ■ Expectations of Those Around	Near the crossroads in front of the Yuriberte Presidential Office	P262	No. 192 Arriving at the lower level of Rastakanan until No. 194 Fighting the Fodrakuin
C296 ☐ Basics of Combat	In front of the reception on the Arendesland	P271	No. 192 From Arrival at the Lower Layer of Rastacanan until Fighting No. 194 Fodrakueen
C297 ☐ Short Play: Pichitaro	Near D46 "Kaiga's Script" in Velanik Inn	P277	No. 192 From Arrival at the Lower Layer of Rastacanan until Fighting No. 194 Fodrakueen
C298 ☐ Malik's Old Tale	Save point at the inn in Zavēt	P281	No. 192 From Arrival at the Lower Layer of Rastacanan until Fighting No. 194 Fodrakueen
C299 ☐ Let's Go to the Bath	Inside Pascal's Room in the Village of Anmarchia	P285	No. 192 From arrival at Lower Rastakanan until fighting No.194 Fodrak Queen. After the chat, you will enter battle with Pascal (→P510)
C300 ☐ Too Lazy for the Bath	Inside Pascal's Room in the Village of Anmarchia	P285	If you lose the battle against Pascal that starts after seeing C299 or C301, it occurs after the battle
C301 ☐ Go Take a Bath!	Inside Pascal's Room in the Village of Anmarchia	P285	If you lose the battle against Pascal that starts after seeing C299, it occurs. After the chat, you will enter battle with Pascal (P510)
C302 ☐Bath reward ♪	Inside Pascal's Room in the Village of Anmarchia	P285	If you win the battle against Pascal that starts after seeing C299 or C301, it occurs after the battle. You will receive 10 grilled chicke
C303 ■ Baronias' Mask ~ Wind and Cloud Chapter	Inside the room on the west side of Basement 1 in Telos Asty	P356	No. 192 From arrival at Lower Rastakanan until fighting No.194 Fodora Queen
C304 ■ I Want to Become a Cat	Near the chat shop in Nekonin Village	P453	No. 192 From Arrival at the Lower Layer of Rastacanan until Fighting No. 194 Fodrakueen
C305 ☐ No Swimsuit Needed	Near the spa entrance of the Spa Resort	P328	No. 192 Arriving at the lower level of Rastakanan until No. 194 Fighting the Fodrakuin
C306 ☐ Sheria's Secret	Near the Kamenin headquarters hut	P326	No. 192 From arrival at Lower Rastakanan until fighting No. 194 Fodora Queen
C307 ☐ Baronia's Mask ~ The Onion Chapter	The deepest part at the very bottom of Gardia Shaft	P339	No. 192 From arriving at the lower level of Rastakanan until No. 194 Fighting the Fodrakuin
C308 ☐ The Mystery of the Ferocious Beast Uzumeku	Save point at the southern end inside Rockgagan	P258	No.192 From arriving at the lower level of Rastakanan until fighting No.194 Fodrak Queen
C309 ☐ Hurry! To the Office!	Near the entrance of Lant	P215	No.181 From when Sophie and the others join the party until fighting No.194 Fodrak Queen
C310 ☐ The Best Gift	Occurs anywhere during the occurrence period	P285	No.181 From when Sophie and the others join the party until fighting No.194 Fodrak Queen

[Number] Chat title	Place of occurrence	Strategy page: occurrence period and occurrence conditions, etc.
C311 ☐ Conversation with Father	Near the entrance of the presidential palace in Yuriberte	P262 — No. 179 From arrival at Yu Liberte to fighting No. 194 Fodla Queen
C312 ☐ Relaxing at the inn...	Grellside	P232 — No.175 From receiving contact from Pascal until fighting No.194 Fodora Queen
C313 ☐ Woman who lives in memories	Near the entrance of the cathedral in Baronia	P210 — No. 175 From receiving contact from Pascal to fighting No. 194 Fodla Queen
C314 ☐ Pascal's quirk	Occurs anywhere during the occurrence period	No. 189 From the party's reunion to fighting No. 194 Fodla Queen
C315 ■ Items left behind in Baronia Castle	Occurs anywhere during the occurrence period	No. 181 From Sophie and others joining the party to fighting No. 194 Fodla Queen
C316 ☐ Beautiful cloak	Can occur anywhere if conditions are met	Richard is equipped with the "Evrice Mantle"
C317 ■ Longed for	Can occur anywhere if conditions are met	Asbel is equipped with the "Platinum Holder"
C318 ■ Hidden secret	Can occur anywhere if conditions are met	Sophie is equipped with the "Grim Anklet"
C319 ☐ Hisense	Can occur anywhere if conditions are met	Hubert is equipped with the "Galiben Frame"
C320 ☐ Yeah, cute	Can occur anywhere if conditions are met	Sheria is equipped with the "Pitch-Black Pompon"
C321 ☐ Stylish dandy	Can occur anywhere if conditions are met	Malik is equipped with the "Melome Roc"
C322 ☐ No matter what anyone says	Can occur anywhere if conditions are met	Pascal is equipped with the "Fumofumo Scarf"
C323 ☐ A surprise birthday, you know	Save point at the inn in Zavēt	P281 — No.098 From after deceiving the Fendel soldiers until before being pursued by No.099 Fendel soldiers
C324 ☐ It's no use doing any more than that...	The shuttle's hiding place in the seaside cave	P223 — No.037 Dive underwater more than 11 times before fighting the Queen Sl
C325 ☐ There is only one action	Near the painting propped against the wall inside the Oswell Treasury building	P327 — No.157 From after fighting Pawol until clearing the game at No.165
C326 ☐ I'm angry	Near the shuttle wreckage at the shuttle crash site	P326 — No. 157 From fighting Pawol to clearing the game at No. 165
C327 ☐ An eternal mystery... or not!?	Near the Kamenin headquarters hut	P326 — No. 157 From fighting Pawol to clearing the game at No. 165
C328 ☐ These brothers	Asbel's room at the Lord's Manor in Rant Desk	P216 — No. 157 From fighting Pawol to clearing the game at No. 165
C329 ☐ As a result	Save point at the Baronia inn	P210 — No. 157 From fighting Pawol to clearing the game at No. 165
C330 ☐ A conversation between men	Save point at Grelle-side inn	P232 — No.157 From after fighting Pawol until clearing the game at No.165
C331 ☐ Sheria-like background	The save point located underground of the southernmost tower of Wallbridge, on the left	P238 — No.157 From battling Paworu until clearing No. 165 game
C332 ☐ Awakening of Sophie's Power	Save point before the ruined village in Oren Forest	P205 — No.157 From battling Pawol until clearing No.165 of the game
C333 ☐ Passerby	Save point just before the warp point to Grelside Road in the Wallbridge Underground Ruins	P229 — No. 157 From fighting Pawol to clearing the game at No. 165
C334 ☐ It's a story from childhood!	Save point in front of the hall under the royal capital	P225 — No. 157 From fighting Pawol to clearing the game at No. 165
C335 ☐ Unknown World	Save point near the hidden shuttle location in the seaside cave	P223 — No.157 From battling Pawol until clearing No.165 of the game
C336 ☐ Human Control	Save point located in front of the throne room of Baronial Castle	P242 — No. 157 From fighting Pawol to clearing the game at No. 165
C337 ☐ Surprisingly watching	Near the central part of the border fortress	P206 — No. 157 From battling Paworu until clearing No. 165 game

[Number] Chat Title	Place of occurrence	Strategy page: occurrence period and occurrence conditions, etc.
C338 ☐ Desperately	DO8 "Oath" 'Tree' on the back hill of Rant	P218	No. 157 From fighting Pawol until clearing No. 165 the game. Whether the discovery has been found or not does not matter
C339 ☐ Top secret	Save point near the inn in Orleill	P253	No. 157 From fighting Pawol until clearing No. 165 the game
C340 ☐ ○○ story	Sebil Izole's Sebil Izole Save point located in front of the research facility	P256	No.157 From battling Pawol until clearing No.165 of the game
C341 ☐ The Unknown Battle	Save point at the inn in Yuriberte	P261	No. 157 From battling Paworu until clearing No. 165 game
C342 ☐ Training of the Spirit	Save point located in front of the Great Azure Sea Stone at the Strata Desert Ruins	P264	No.157 From battling Pawol until clearing No.165 of the game
C343 ☐ Malik vs. Pascal	Save point at the Bellanic inn	P277	No. 157 From fighting Pawol to clearing the game at No. 165
C344 ■ I'm Astonished	Save point at the inn in Zavēt	P281	No.157 From after fighting Pawol until clearing the game at No.165
C345 ☐ Double Shot	Save point on the 1st floor of the Fendel Government Tower	P291	No. 157 From fighting Pawol to clearing the game at No.
C346 ■ To me, you are...	Save point located in front of Fourier's laboratory at the Sneak Research Institute	P287	No.157 From battling Pawol until clearing No.165 of the game
C347 ☐ Regret	Save point located near the inn of Anmaltia Village	P285	No.157 From fighting Pawol to clearing the game at No.165
C348 ■ Breath of the Entire Body	Save point just before the Great Crimson Stone in the Fendel Glacier Ruins	P295	No.157 From battling Pawol until clearing No.165 of the game
C349 ☐ Because I'm a mama	Save point located in the deepest part of the snow-sealed ruins	P305	No.157 From battling Pawol until clearing No.165 of the
C350 ☐ Nice Shot!	Telos Astyu save point	P308	No.157 From battling Pawol until clearing No.165 of the game
C351 ☐ Recent Worries	Save Point located on Basement 4 of the Cornell Research Facility	P314	No.157 From fighting Pawol to clearing the game at No.
C352 ■ Frozen World	Save point located in the deepest part of the Basis Military Base	P317	No.157 From after fighting Pawol until clearing the game at No.165
C353 ☐ Visit the tool shop later	Near the flowerbed of Sheria's house in Rant	P215	T56 Obtain the "Melon Seed" in "Sophie's Seed Gathering" and then view th entrance
C354 ■ This is a fitting	Near the grandfather who likes magic cards at the regular ship dock in Zavet Port	P280	Show the grandfather more than 40 magic cards
C355 ☐ Resting is also work	Near the place where the maid and children were at Wallbridge Central Tower	P237	T57 Resolve "Hide and Seek"
C356 ☐ Victory by teamwork!?	Near the Tarka who challenges you with magic cards at Sable Isore	P256	T58 Win Challenge Talca with the "Magic Karuta" at the "Hard" difficulty
C357 ■ Unfortunately	Near the front desk of Yuriberte Inn	P261	T34 Resolve "Her Training Tools"
C358 ☐ I was involved in a hit-and-run	Backstage at Beranic's inn	P277	T60 Resolve "Theatrical Performance"
C359 ■ Total care	Near the center of the square in front of Zavet Inn	P281	T61 Solve "Collect the Plush Toys"
C360 ☐ I can do it!	Near the enthusiast who gives the Shot Cube challenges in the village of Anmarchia	P285	T62 Clear all questions of "Shot Cube"
C361 ☐ Four monsters appear simultaneously!	Near the reception area of Riot Peak	P271	Clear the Normal Class at Riot Peak
C362 ☐ A little thank-you	Save point located near the entrance of the ruins buried in sand	P458	No. 152 From arrival at the ruins buried in sand until clearing No. 165 the game
C363 ☐ Calm and composed	Save Point located at the midpoint of the ruins buried in sand	P458	No. 152 From arrival at the sand-buried ruins until No. 165 Completing the game
C364 ■ Sunahama Squadron	At the spa resort, D77 "San O "Irstār"	P328	No.153 Take a rest before the decisive battle, then discover the occurrence location before clearing No.165 Game

[Number] Chat Title	Place of occurrence	Walkthrough page	Occurrence period and triggering conditions, etc.
C365 ☐ The presence of a chairman	Near the reception area of Riot Peak	P271	T59 Resolve "The Keeper in Black"
C366 ☐ In other words, it is LOVE	Near the chat shop in Nekonin Village	P453	From arriving at Nekonin Village while possessing No. 153 "Nekodekku" until clearing No. 165 game
C367 ☐ Which is it, dog or cat?	D78 "Matatabi" in the Nekonin Village	P453	After taking the pre-battle rest for No. 155, discover the event location before clearing No. 165 game
C368 ☐ Summoned	Save point at the deepest area in the lower level of Gardia Shaft	P339	From taking the pre-battle rest for No.155 until clearing No. 165 game
C369 ☐ Watch out for sparkling!	Save point on the Lant side of the North Lant Road	P192	No.001 From when the game starts until No.020 Waiting at the inn for night to fall
C370 ☐ I'll beat you!	Near the stone door on the cathedral under the royal capital	P204	No.021 After arriving at the royal capital until Before fighting Faromibat
C371 ☐ Collect stamps	Save point at the Baronia inn	P210	From obtaining No.025 "Stamp Card" until clearing No.165 the Game
C372 ■ Proceed toward the source of the water	Just beyond where you first dive underwater in the seaside cave	P223	From first emerging from the water onto land until before fighting No. 037 Queen Slime
C373 ■ Open the door	Near the stone door on the cathedral under the royal capital	P225	From when Richard joins the party until opening the stone door before reaching No.043 South Baronia Road
C374 ☐ Deploy the foothold	Near the mechanism for the first colored block in the Strata Desert ruins	P264	From stepping onto the colored floor until before fighting No.083 Dis Patel
C375 ■ See through their moves	Near the lift on the 41st floor of the Fendel Government Tower	P291	From reaching the 41st floor of the Government Tower until triggering the event in No.112 Kurtz's room
C376 ☐ A running start is important	Near the largest icicle on the mid-slope of the Fendel Iceberg Ruins	P294	From arriving at the Fendel Iceberg Ruins until before toppling the No.115 giant icicle. From a low point on the slope, sliding an ice block failed to destroy the giant icicle
C377 ☐ It's being controlled somewhere	Near the bulkhead on the first floor of the Cornell Research Facility	P313	From arriving at the Cornell Research Facility until using the control device Before opening
C378 ☐ What should I put?	Near the elevator on the 1st floor of the Cornell Research Facility nearby	P313	No.140 From arrival at the Cornell Research Facility until before placing the battery in the power supply of Elevator No. 140
C379 ■ It's a wall switch	Near the block of the mechanism that is activated for the first time	P316	No. 145 From moving the initial mechanism block until before obtaining No Bit
C380 ■ Also affects other floors	Near the block of the mechanism that also affects other floors nearby	P316	No. 129 From receiving a favorite dish from Kelly until before the temporary delivery turtle cart to No. 135 Beranic disappears
C381 ☐ It seems to move simultaneously	Near the red tentacle mechanism in Gardia	P322	No. 151 From examining the red flower mechanism until before fighting No. 151 Richard
C382 ☐ Want to try spinning?	The green orb control device in the middle layer of Galdia Shaft	P337	No. 160 From passing Barrier 3 until before passing No. 162 Barrier 4
C383 ☐ Basically the same as the Snow Ruins	Near the first-appearing mechanism in the sand-buried ruins	P458	No.152 From arrival at the ruins buried in the sand until clearing No.165 the game
C384 ☐ Human Manipulation	D76 "Re... Laser Cannon B" in the ruins buried in the sand	P459	No.155 From arrival at the ruins buried in the sand until clearing No.165 the discover the discovery of the occurrence location
C385 ☐ Good items	On the bridge in Rant	P215	No. 129 From receiving a favorite dish from Kelly until before the temporary delivery turtle cart to No. 135 Beranic disappears

▼ Anniversary Chat (as of March 10, 2011)※

Release date	Chat title
December 2, 2011	What day is it today?
December 9, 2011	Determination to Raid
December 23, 2011	Grandpa Whitebeard Brings Happiness
December 23, 2011	Take the Year-End Cleaning Seriously
January 6, 2011	Everyone's Goals for This Year
January 6, 2011	Is This What Being an Adult Means?
January 20, 2011	The Road to Adulthood
January 20, 2011	Happy Birthday

Release date	Chat title
February 3, 2011	Demons Out
February 3, 2011	I Love Manga
February 10, 2011	Lots of presents
February 17, 2011	When it's hot, huff and puff
March 3, 2011	Be gentle with girls
March 3, 2011	I want a younger brother
March 10, 2011	A Wonderful Gift

※Can be downloaded for free, and after downloading it will also be registered in the chat player

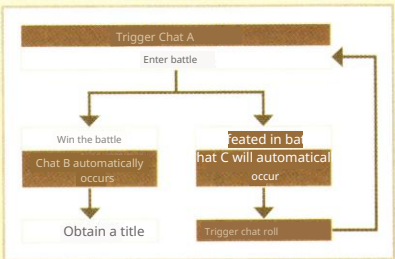
Aim! Chat Complete

Groovy chats often have short occurrence windows or require going to specific locations, and are easy to miss. Many of them trigger when you approach a save point at a certain timing, so when you see a save point, even if it's one you have already used, it is safe to approach and check whether the chat title appears in the lower-left corner of the screen. There are also groovy chats that occur as a result of resolving travel events, but those travels do not have end times set, so they will not become unavailable if you proceed with the scenario.

Check 1 Groovy chats that branch based on battle outcomes

Some groovy chats lead directly into a battle at the end of the chat, and the chats that follow branch depending on the battle outcome, as shown in the diagram on the right. As in that diagram, there is Chat B that automatically occurs when you win the battle, Chat C for when you are defeated, and Chat D that plays when you restart for a rematch after a defeat. Chat B can only be seen by winning the battle, but C and D are considered viewed if you win, so they can be experienced later. Even if you are defeated, it will not result in a game over, and you can rematch any number of times, so keep trying until you win. Chats corresponding to Chat A in this pattern are four: Chat 118 "Brother, let's fight," Chat 154 "Is this really practice?", Chat 214 "Malik's Trial," and Chat 299 "Let's go to the bath." You will fight Hubert, Sophie, Malik, and Pascal respectively; the first three fights are with Asbel, while you fight Pascal as Cheria. Also, you can earn titles upon victory, but when you win the battle against Pascal, instead of a title you obtain 10 "Yakitori Bowls."

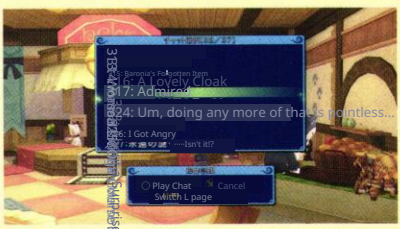
▼ Progression pattern for chats that trigger battles



The battle is a one-on-one match. If you are defeated, trigger a rematch chat and keep challenging until you win, registering all Groovy Chats.

Check 2 If you missed a Groovy Chat

In this game, you can create up to 100 save files per account. To prepare for missed Groovy Chats, it's a good idea to save frequently into separate files. If the game reaches an ending before a chat has been triggered, load the save file corresponding to the time the chat should occur, view the Groovy Chat, and then save; after clearing the game, the chat will be registered in the Chat Shop accessible from the Museum. From Neko-nin Village you can go <In the Chat Shop you can only view the chats seen in that save file, but the Museum's Chat Shop reflects system data, so by later filling in any missed Groovy Chats you can complete the entire chat list.



If you fail to make the Users Book chat collection rate 100%, aim to fill all the museum chat booths.

Travel

The Travel entries in the Users Book record progress of sub-events. Resolve all 83 different events and obtain the rare items and titles awarded as rewards.

Locations where events occur

As you progress through the main scenario, speech bubbles may appear above certain characters around the world, and marks can appear at specific locations such as dungeons and fields. The sub-events that get registered in the Users Book Travel are triggered by talking to such people, approaching a mark, or investigating it.

showing the timing of occurrence according to the game-numbered entries, explanations of occurrence timing, and reference pages for Travel walkthroughs, all arranged in order of the earliest occurrence. Numbers are shown with a leading T as displayed in the game. Titles printed in red indicate events that will disappear if the story progresses beyond a certain point. If you want to complete Travel, trigger events as soon as their occurrence time arrives.

The table below lists the events recorded in Travel, including the event titles, locations where they occur, and the numbers in this guide's walkthrough charts

▼ Occurrence Travel list

Number	Title	Place of occurrence	Chart	Occurrence Timing	Details
T01	Visit of Sympathy	Rant	No.007	After it was reported that Aston was calling in the garden in front of the lord's mansion	P394
T02	Parents' Private Conversation	Rant	[No.008] After hearing Aston's story in the study		P394
T18	Appointment Letter to Victoria	Victoria	No.025	After joining Bar Tactics	P396
T14	Flowers Given by Hand	Rant	No.033] After Sophie Returned from the Flower Field		P396
T56	Sophie's Seed Gathering	Rant	No.040 After Planting Closofie Seeds in the Lord's Manor Garden		P407
T22	Bandit Subjugation	Old Grell Road	No.048	After Arrival at the Old Grell Road	P397
T63	Strange People	Grellside	No.048	After Arriving at Grellside	P415
T19	Malik's Teacher	East Lant Road	No.060	After Malik Joined the Party	P397
T03	Worries for Mother	Lant	No.066 After Hearing About the Summons in the Square		P394
T15	Nameless Letter	Rant's Backhill	No.068	After Shelia's rescue	P396
T57	Hide-and-seek	Wallbridge	No.069	After receiving a "charm" from Hubert	P408
T25	Rare Creature Illustrated Guide	Strata Rocky Desert	No.072	After arriving at the Strata Rock Desert	P398
T29	Secrets of the Magical Research City	Sable Isoleru	No.073	After arriving at Seible Isolée	P400
T58	Magic Karuta	Sable Isoleru	No.073	After arriving at Seible Isolée	P409
T04	Oswell's Action 1	Yuriberute	No.078	After meeting with the President, after consulting with companions	P394
T16	Frederick's Lost Item	Rant	No.085	After reporting the events at the desert ruins to the President	P396
T33	Lady Sophie	Yuriberute	No.085	After reporting the events at the desert ruins to the President	P401
T20	After the Piercing	Oren Forest	No.085	After reporting the events at the desert ruins to the President	P397
T23	The Incident at Wallbridge	Grellside	No.085	After reporting the events at the desert ruins to the President	P398
T26	A Secret Offer	Rant	No.085	After reporting the events at the desert ruins to the president	P399
T30	Mysterious Power	Orreille	No.085	After reporting the events at the desert ruins to the president	P400
T34	Her Tempering Tools	Yuriberute	No. 085	After reporting the events at the desert ruins to the president	P401
T05	Oswell's Actions 2	Yuriberute	No.087	After receiving instructions at the port on how to infiltrate Fendel	P394
T37	Whose suggestion was that	Arena Island	[No.089 After rescuing the spy on the Arena Island		P402
T59	The Black-Clothed Guardian	Arena Island	No.089 After rescuing the spy on the Arena Island		P414
T06	A cold night	Beranikku	No.092	After arriving in Belanic	P394
T38	The Extortion Boy	Beranikku	No.092	After arriving in Beranic	P402
T420	Rockgagan Researcher	Fendel Plateau	No.095	After arriving at the Fendel Plateau	P403
T61	Sick Girl	Zavēto	No.099 After arriving in Zavet		P414
T71	Minister of the Environment	Zavēto	No.099	After arriving in Zavet	P419

Number	Title	Occurrence location	Chart	Occurrence Timing	Details
T41	Mimic Monster	Mount Zave	No.100	After arriving at Mount Zavetto	P403
T62	Shot Cube	Village of Anmaruchia	No.101	After arriving at the village of Anmaltia	P415
T45	A Certain Memory	Village of Anmaruchia	No.102	After talking with the elder who has been the chief for a long time	P404
T07	Brother	Zavēto	No.105	After clearing Sneak Laboratory	P395
T08	Malik's Recollection 1	Zavēto	No.105	After clearing Sneak Laboratory	P395
T09	Malik's Recollection 2	Zavēto	No.105	After clearing Sneak Laboratory	P395
T10	Malik's Recollection 3	Fendel Government To	No.105	After clearing Sneak Laboratory	P395
T11	Pascal's Spring	Zavēto	No.108	After entering the government tower using an entry pass	P395
T46	Squad	Sneak Laboratory	No.121	After letting Sophie rest at Zavet's inn	P404
T27	Asbel's hobby	Orreille	No.123	After returning from Zavet	P399
T39	Receive a shovel	Fendel Mountain Tunnel	No.126	After passing through the border fort from Fendel	P402
T12	Feelings for father	Rant	No.129	After receiving a boxed lunch from Kelly in the lord's manor garden	P395
T49	Hubert's Thoughts	Cornell Research Facili	No. 140 Afte	ving at the Cornell Research Facility	P405
T48	A very, very long time	Telos Asty	No.143	After Clearing the Cornell Research Facility	P405
T50	Trigger / Cause	Area No. 66	No.143	After Clearing the Cornell Research Facility	P406
T66	The Humanoid's End	Telos Asty	No.149	After preparations are completed to return to Effinea by shuttle	P417
T17	Husband's Keepsakes	Rant	No.151	After Lambda Clear	P396
T21	Sheria's Piano	Baronia	No.151	After Lambda Clear	P397
T24	Department Chief Kamenin	Kamenin Headquarters	No.151	After Lambda Clear	P398
T28	Her Freedom	Untrodden Desert	No.151	After clearing the Lambda Cocoon	P399
T31	Photographs of Memories	Baronia	No.151	After clearing the Lambda Cocoon	P400
T32	Lambda remains	Shuttle crash site	No.151	After Lambda Clear	P400
T35	Secret operation	Yuriberute	No.151	After Lambda Clear	P401
T36	Hubert's history	Oswell Vault	No.151	After Lambda Clear	P402
T40	Cool Instructor	Basis Military Base	No.151	After Lambda Clear	P403
T43	Smuggling	Zavet Port	No.151	After Lambda Clear	P404
T44	Pascal and the Spy	Fendel Government To	No.151	After Lambda Clear	P404
T47	Robelia's Grave	Fendel Iceberg Ruins	No.151	After Lambda Clear	P405
T52	Fashion Cat-Nin	Nekonin Village	No.151	After Lambda Clear	P406
T53	Advice Cat-Nin	Nekonin Village	No.151	After Lambda Clear	P406
T54	A Big Dream	Nekonin Village	No.151	After Lambda Clear	P406
T55	Gentleman	Inns Around the Regio	No.151	After Lambda Clear	P407
T60	Theatrical Performance	Beranikku	No.151	After Lambda Clear	P414
T64	Guardian of Daikui Stone	Baronia	No.151	After Lambda Clear	P416
T65	The Sword of Remembrance	Baronia	No.151	After Clearing the Lambda Cocoon	P417
T72	Bartender Malik	Baronia	No.151	After Clearing the Lambda Cocoon	P419
T68	Fun Pool	Spa Resort	No.151	After Lambda Clear	P418
T69	Swimsuit Theft	Spa Resort	No.151	After Lambda Clear	P418
T51	He and She	Lambda	No.156	After the Galdia Shaft Appeared	P406
T70	Sky/Empty Offensive and Defensive Battle	Galdia Shaft	No.164	After Resuming the Game with Clear Data	P419
T81	Tortoise Cart Blockade	Kamenin Headquarters	No.166	Starting from the Beginning of "Lineage Toward the Future"	P421
T67	Twenty Years Ago	Rant	No.166	After Returning to the Lord's Manor	P417
T13	Two People Feeling Down	Rant	[No.170]	After Hubert and the others joined the party	P396
T76	Sheria's Cold	Grellside	[No.175 Sinc	Returning to Baronia]	P420
T77	Name of the Flower of Memories	Baronia	No.175	Since Returning to Baronia	P420
T80	Poisson Appears	Guanji Island	No.177	After Sophie and Pascal joined the party	P421
T75	Hubert's marriage meeting	Yuriberute	[No.179 Aft	approaching the Presidential Palace	P420
T73	A New Hope	Rant	No.182 After	ciding to head to Fódlan	P420
T74	Fermere's childbirth	Zavēto	No.182	After deciding to head to Fódlan	P420
T79	Their secret base	Baronia	No.182	After it was decided to head to Fodlan	P421
T82	Kamenin's childbirth	Spa Resort	No.182	After it was decided to head to Fodlan	P421
T83	Victoria Seible Isoré, who is out on a diplomatic		No.182	After it was decided to head to Fodlan	P421
T78	Mecha Asbel Kai	Village of Anmaruchia	No.189	After it became possible to go to Rastacan	P420

T01

☐ Get-well visit

Occurrence period
No.007 From the time it is reported that Aston is calling in the garden in front of the lord's mansion, until before No.008 naming the unfamiliar girl

Acquisition

Occurs during the childhood event period when you talk to Sheria standing in front of your own house. When Asbel and the others visit Sheria—who had left the party due to having a seizure—the event is triggered.

The content is that an unfamiliar young woman traveling with Sheria touches her and eases the symptoms of the seizure. The event only occurs for a very brief moment immediately after Sheria leaves the party, so when the time comes you should trigger the event right away.

T02

☐ Parents' Confidential Talk

Occurrence period
No.008 From after hearing Aston's story, until before No.008 naming the unfamiliar girl

Acquisition
None

Occurs in childhood Rant when you approach the mark in front of Keri's room ★ the west side of the second floor of the lord's mansion. It is an event in which Asbel and the others overhear Aston and Keri talking through the door. At this point the meaning of the conversation cannot yet be understood, but as the story progresses you will come to understand part of the parents' feelings from this conversation. This event also has a very short occurrence window, so if you are aiming to complete all Travel events you will not want to miss it.

T03

☐ Worries for Mother

Occurrence period
No.066 From after hearing about the summon notice in the square, until before meeting the President after clearing the desert ruins at No.084

Acquisition

An event that occurs when you examine the star ★ mark that appears near the door of the room on the west side of the second floor of Lord Rant's mansion. It is an event in which Hubert, who resents his family for having been given up for adoption, and Kelly, who is concerned about him, can be heard talking through the door. Even during the event

While Sheria is captured by Strata's aide, Mark will temporarily stop appearing and events cannot be triggered. In that case, progress the story by rescuing Sheria and reporting to Hubert.

T04

☐ Oswell's Action 1

Occurrence Periodical
No.078 After meeting with the President, consult with your companions,
No.084 From after clearing the desert ruins until before meeting the President

Acquisition

This occurs when entering Lord Oswell's residence in the Yuliberte residential district. It is an event where you can learn about Lord Oswell's actions, who is dissatisfied with President Strata; you can see him ordering his subordinates to assemble troops in order to convene an emergency military council.

This event also occurs only during a limited period and disappears once that time has passed. Because the period is relatively long, the chance of missing it is small, but it is still safer to check it as soon as the event starts occurring.

T05

☐ Oswell's Actions 2

Occurrence period
No.087 Instructions for infiltrating Fendel at the port, and
No.122 From taking Sophie, who had the anomaly, to Or-Reil before going

Acquisition
None

It occurs when entering the Oswell residence in the Yuriberte residential district. The content concerns Oswell, who is about to carry out a rebellion against the president, being dissuaded by his stepson Hubert, who talks him out of it. In terms of events, it corresponds to Travel 04-3.

Although this is a continuation of "Welle's Action 1," it can occur even if you haven't seen the first half. This event is also time-limited, so once you advance the story to the stage where it can occur, be sure to view it immediately.

T06

☐ A Cold Night

Occurrence period
No. 092 From after arriving in Beranick,
No. 093 Until before giving the Strateim horn to the child

Acquisition
None

An event that occurs when staying at the inn in Beranick. A lodging fee of 100 gald is required. Hubert appears while Pascal, unable to sleep from the cold, is drinking the liquor Malik made for him, and the three clash in conversation.

That is the content shown. Because the occurrence window is very short, complete it as soon as you arrive in Beranick. In any case, you will soon be going to collect the "Strateim Horn, " so staying at the inn is not a waste.

T07
☐ Brothers

Occurrence period
No. 105 From after clearing the Sneek Laboratory,
No. 121 Until before going to Or-Reill with the disturbed Sophie

Acquisition
None

An event that occurs when staying at the Zavet inn. A lodging fee of 200 gald is required. Asbel, who is troubled in his heart, is encouraged by Hubert and renews his resolve to trust Richard — that is the content. This event

Because they disappear as the story progresses, if you want to complete the travel events you must trigger them in time without missing the window. After clearing the Sneak Laboratory, stop by Zavet to resupply.

T08
☐ Malik's Recollection 1

Occurrence period
No.105 After clearing the Sn

Acquisition
None

Occurs when you examine the mark that appears in the passage located on the south side of Zavet. Triggered by seeing a certain building, Malik — who once led a government reform movement in Zavet — recalls a woman named Robelia, who was his comrade at that time.

Memory event. This event is connected in content with Travel 09 "Malik's Recollection 2" and Travel 10 "Malik's Recollection 3"; to see all events you must trigger them in order from the beginning.

T09
☐ Malik's Recollection 2

Occurrence period
No.105 After clearing the Sneek Research Institute

入手
None

Occurs after viewing Travel 08 "Malik's Recollection 1" when you examine the ★ mark that appears at the inn in Zavet. The content continues from Recollection 1: Malik, who led the reform movement, learns that his comrade Robelia is the daughter of a leading government figure, President Eugen, and, hiding his true feelings, lies to her to try to mal

This event continues further into Travel 10 "Malik's Recollection 3", which occurs in the Fendel Government Tower.

T10
☐ Malik's Recollection 3

Occurrence period
No.105 After clearing the Sn

Acquisition
None

Occurs after viewing Travel 09 "Malik's Recollection 2" when you approach the mark that appears in Kurtz's room on the second floor of Fendel Government Tower. The final episode following Recollections 1 and 2: Malik recalls the past in which Robelia lost her life while obtaining the classified document that recorded the location of the Luminous Stone

If you cleared the Fendel Government Tower, the elevator that was under adjustment will be available. Take the elevator from the 1st floor up to the 42nd floor, then proceed to Kurtz's room.

T11
☐ Pascal's Spring

Occurrence period
No.108 After using the admission pass to e

Acquisition
None

This event occurs when you talk to Fermat at a private house on the southwest side of Zavet. When returning the "admission pass" borrowed to infiltrate the Fender Government Tower, she tells you she is getting married, and the conversation then turns to who Pascal likes within the party.

Fermat goes through the men one by one to guess, but Pascal answers with the name of a certain person she has liked since they first met.

T12
☐ Thoughts for Father

Occurrence period
No.129 After receiving a boxed lunch from Ker

Acquisition
None

This event occurs when you speak with Keri in the west room on the second floor of Lord Rant's manor. She gives you a diary Aston wrote before his death, and its contents reveal the trauma in their father's past caused by a succession dispute that led to driving his own brother to death.

Learning about Aston's past, which was the reason Hubert was adopted out to the Oswell family, Asbel and the others finally come to understand their father's feelings for the first time and further strengthen their family bonds.

T13 ☐ The Two Who Are Downcast

Occurrence period: No.170 From the time Hubert and the others join the party / No.194 Up until before the battle with Fodla Queen begins

Acquisition: None

When Hubert and the others attend the party in Baronia, return to Rance for a moment and examine the ★ mark that appears in front of Sheria's house. You will overhear a conversation between Barry and Raymon—both rejected by Sheria—talking to each other, and then Malik, who appears here, soothes the two in his own way. Shelia and Asbel end up overhearing their conversation, but Asbel himself shows his usual dullness, saying, "Romance sure is tough, huh?"

T14 ☐ Hand-delivered flowers

Occurrence period: No.033 After Sophie Returned from the Flower Field

Acquisition: None

Obtain the "Picked Flower" from the glimmering spot in the garden of the Landlord's Manor (→P215), and deliver it to Barry as per Landt's request to clear the event. Although it is easy to complete, it is a rewarding event that grants a large amount of SP upon completion. This event is After rescuing Frederick in Scenario No.033 and returning to Rant, this occurs; however, the dialogue content changes between the period from taking Sophie to the flower field in No.065 and letting Sophie rest on her bed in her room in No.129, and other periods.

T15 ☐ Anonymous Letter

Occurrence period: No.068 After Rescuing Sheria

Acquired: "Nameless Letter", Shelia's title "Sensitive Woman"

At the Oath Tree on the hill behind Rant, an event is triggered when you obtain from the ★ mark the "Nameless Letter" that appears to have been written by Richard. If you give this to the maid at the Rant lord's manor and complete the request "Nameless Letter," it is cleared. Incidentally Even if this event is triggered after Hubert joins, Hubert does not appear during the event. Also, depending on when you inspect the mark on the ★ath Tree, there are two versions of the event background: daytime and nighttime.

T16 ☐ Frederick's Lost Item

Occurrence Periodical: No.085 From reporting the incident at the desert ruins to the president, to No.164 until reaching the deepest part of the Galdia Shaft

Acquisition: "Sumibiyaki"

Occurs after Hubert joins the party and you inspect the ★ mark at Shelia's house. Afterwards, obtain the "Handkerchief of Memories" from the mark in front of Baronia's tool shop, and complete Rant's request to clear it. In this event Be careful that, despite being tied to a request, it will disappear once you reach the lowest level of the Galdia Shaft. To complete not only travel but also all requests, be sure to finish it within the time limit.

T17 ☐ Husband's Keepsake

Occurrence period: No.151 After clearing Lambda

Acquisition: Title of Asbel: "Quasi-Knight Marquis"

An event in which Kelly accidentally threw away Aston's "ship model" and must search for it. Obtain the "ship model" and complete Rant's request to clear it. The "ship model" appears in the royal capital underground (→P225) after clearing the Lambda cocoon. It can be obtained by examining the appearing point of light. Incidentally, the title Asbel receives upon completing the request, "Sub-Knight Lord," will change Asbel's costume when equipped.

T18 ☐ Appointment for Victoria

Occurrence period: ❶ No.025 From joining Bar Tactics, / No.027 until boarding the communication ship to go to Lhant / ② No.060 From the time Malik joins the party

Acquired: Asbel's title "Victoria's Pupil"

An event in which you search for the "Knights' Documents" that Victoria lost. Obtain the "Knights' Documents" in Bar Tactics and complete Baronia's request to clear it. It can be completed immediately upon entering youth, and upon completion you receive a large amount of SP and the "Unsword" item. Because you also receive the "Unsword" when completing it, clear it first after returning from Oren Forest to Baronia. Note that while you are being pursued by the Knights on suspicion of murdering Richard, you cannot complete this event, so clear it first after returning from Oren Fo

T19

☐ Malik's Teacher

Occurrence Periodical
No.060 After Malik joined the Party

Acquisition
"Windol Military History"
Malik's title "Nice Middle" (ナイスミドル)

Event that occurs after Malik joins the party, on the way to Rant to persuade Hubert. If you talk to Malik's teacher at the hut on the East Rant Road (→P212), you can hear anecdotes from Malik's days at the knight academy.

After that you can obtain the "Windol Military History." The "Windol Military History" is an item required to complete Baronia's request, so it might be a good idea to return to Baronia once before heading to your next destination, Rant.

T20

☐ The Subsequent Fate of Vias

Occurrence Periodical
No.085 After Reporting the Desert Ruins Incid

入手
"Windol Medal", "Pias Claw"

An event that reveals what happened to Vias, who went missing after his childhood assassination attempt on Richard was thwarted by Asbel. After Hubert joins the party, Vias appears in the village of Olen (→P206). Defeat him and obtain the "Windol Medal" that he drops to complete the inn request in Baronia, which clears this event. Control Asbel and chain into "Collapse Thunder Kill" from his bladed attack with a steel body.

▼ Enemies Appearing

Pierce (B) → P496
No.177 Lv 41 HP 34444
Species Human Poi

T21

☐ Sheria's Piano

Occurrence period
No.151 After Clearing the Lambda Cocoon

Acquisition
"Amber Robe"
Sheria's title "Piano Princess"

After clearing Lambda Cocoon, a treasure chest containing a "Tuning Fork" will appear on the mid-slope of the Seaside Cave (→P223). Obtain this, and complete the inn request in Baronia to clear the quest. In addition to rewards such as "Grilled Chicken Rice Bowl" and SP, you will also receive Sheria's exclusive armor "Amber Robe" and the title "Piano Princess." The "Amber Robe" is not only high-performing but also a practical armor that even enhances the effect of healing arts, so be sure to obtain it before the final battle.

To Asbel, who fixed the piano, Cheria plays and lets him listen to the piece her mother once

T22

☐ Bandit Extermination

Occurrence period
No.048 After arriving at Grel Old Highway

Acquisition
"Lapis of Green"
Pascal's title "Wind Summoner"

This event occurs when you talk to the bandits in the middle of the Grell Old Road (→P234) three times. When that happens, after defeating the Bandit Leader, bandits, and hunters you will fight, you obtain the "Lapis of Green" and Pascal's title "Wind Summoner". With this title Pascal can learn the secret art "G. Sword Cross". Then, if you hand over the obtained "Lapis of Green" to Grell's side as requested, the event is cleared.

Points to watch in the battle against the Bandit Leader and others: first, defeat the hunters who have ranged weapons. Control Asbel and use a drawn-sword attack following an A attack to strike the enemies' weak points. If you have the strength to fight on the Grell Old Road, you should be able to defeat them without much preparation.

▼ Enemies Appearing

Bandit Leader → P496
No.175 Lv 20 HP 1831
Species Human Shu

Bandit → P496
No.174 Lv 18 HP 1593
Species Human —

Hunter → P496
No.171 Lv 18 HP 1366
Species Human —

T23

☐ The Disturbance at Wallbridge

Occurrence period
No.085 After Reporting the Desert Ruins Incid

Acquisition
"Rotende Uraler"

An event to uncover the cause of the frequent earthquakes beneath Wallbridge. First, speak with Duke Dale at the mansion in Grellside to trigger the event. Next, approach the mark in front of the "Video Recording Device" discovery in the Wallbridge Underground Ruins, defeat the four Jelly Ropers that appear, and obtain the "Proof of the Disturbance." Deliver this to the inn in Grellside to complete the request and clear the event. Incidentally, the reward "Rotende Uraler" is a material that can be used to craft the "Piyopiyo Melan" through dualizing with "Rare Edge." Also note that to reach the "Video Recording Device," you must enter Wallbridge from the Grellside Highway side entrance.

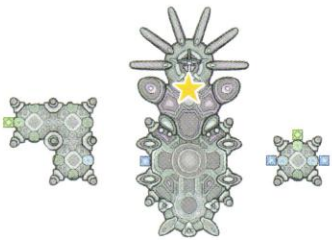
In fighting the Jelly Ropers, a tactic of having the entire party focus-attack with A skills is effective. Jelly Ropers are slow-moving, amorphous, and vulnerable to slashing, burning, and A-type skills in general. Therefore, set the tactics for non-player characters to "Follow the Leader" and restrict them to using only A skills so you can easily defeat them one by one. However, since they are prone to hitting you when you stand in front of them, try to attack from the rear or flanks.

▼ Enemies Appearing

Jelly Roper P488
No.095 Lv 31 HP 3962
Species Amorphous

▼ Enemy Spawn Locations

Wallbridge Underground Ruins



MAP P229

T24

☐ Kamenin Chief

Occurrence period
No.151 After clearing La

Acquisition
"Transaction Application"
Sofi's title "Gothic Lolita"
"Kamenin's Whistle"

To trigger this event, first explore the shuttle around coordinates X:334, Y:180 and discover the Kamenin Headquarters (→P326). After that, talk to the Kamenin Chief located near the center of the Kamenin Headquarters to obtain the "Transaction Application." Next, defeat the Dark Kamenin on Floor 4 of Zoon Cage (→P460), and finally report back to the Kamenin Chief to obtain the "Kamenin's Whistle" to clear the event. Incidentally, the "Transaction Application" received from the Kamenin Chief is an item required to complete a request at the Grellside inn. Also, if you defeat the Dark Kamenin in advance, you can clear this event as soon as you first speak with the Kamenin Chief.

The "Kamenin's Whistle" obtained here is a very convenient item that can summ

T25

☐ Beast Encyclopedia

Occurrence Periodical
No.072 After arriving at the Strata Rock Desert

Obtain
"Beast Encyclopedia"

Talk to the scholar near the discovery "Strata Cactus" in the Strata Rock Desert (→P254) and obtain the "Rare Beast Illustrated Guide" to clear the event. If you take this "Rare Beast Illustrated Guide" to the Orleuil Inn, you will complete a quest of the same name. can be done. However, returning on foot from where the scholar was to Orlei is a detour. It is faster to first go to the next destination, Sable Isola, and then take the turtle cart from there back to Orlei.

T26

☐ Secret Offer

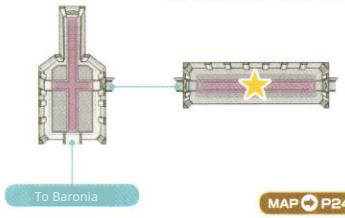
Occurrence period
No.085 After Reporting the Desert Ruins Inci

Acquisition
"Trade Permit",
Asbel's title "Hero Junior"

This event occurs after Hubert joins the party and you enter Kelly's room on the second floor of Lord Lant's mansion. First talk with Kelly, then speak to the inspector at Baronian Castle to obtain the "Trade Permit" to clear this event. At that time, the inspector will mention that Aston is the hero who prevented Windor's crisis at the last moment, and Asbel can also earn the title "Hero Junior." Additionally, if you take the "Trade Permit" received from Kelly to the inn in Orlei, you can also complete the "Trade Permit" quest.

▼ Inspector's spawn location

Baronia Castle



MAP P242

T27

☐ Asbel's Hobby

Occurrence period
No. 123 After Returning from Zavet

Acquisition
"Sunken Cargo",
Asbel's title "Expert Sweeper"

This event occurs in Orleille while heading to Seible-Isore in search of Sophie's cure. First, speak to the sailor at the port and board the salvage ship. After that, the circumstances under which Asbel came to study under Malik are revealed, and then three Malesters attack. Repel them and obtain the "Sunken Cargo" to clear the event. The troublesome aspects of the Malesters are their speed and numbers. Counter them with drawn-sword attacks and wide-coverage skills that grant the user supersolid state, such as "Demon Flame Blast."

▼ Enemies Appearing

Malester P504
No.248 Lv 45 HP 12000
Species Aquatic We

T28

☐ Her Freedom

Occurrence period
No. 151 Lambda After C

Acquisition
"Abandoned Cargo"
Pascal's title "Free Her"

After clearing the Lambda Cocoon, an event occurs when you approach the depths of the Uncharted Desert (the location indicated by a ★ on the right figure). At this time, battles automatically occur twice against seven Bomb Gears each time, and repelling them clears the event. Bomb Gears are not especially strong at this stage, but their sheer numbers are troublesome. Be sure to restore HP beforehand. The "Abandoned Cargo" obtained from defeating Bomb Gears is an item required to complete Or-Reille's request. Immediately board a turtle cart from a nearby turtler and return to Or-Reille to claim your reward.

▼ Enemies Appearing

Pump Gear P503
No.240 Lv 52 HP 5167
Species Machine W

▼ Enemy Spawn Locations

Untrodden Desert

MAP P255

Use Asbel's "Rairyū-satsu" (Crushing Thunder Strike) in the Bomb Gear cluster and efficiently defeat them

T29 ☐ Secret of the Magical Research City

Occurrence period
No.073 After arriving at Sable Isola

Acquisition
"Blue Luminite",
Pascal's title "Aqua Summoner"

This event triggers when you examine the ★ marker inside the research facility of Sable Isola and is automatically cleared after the dialogue. At that time, Pascal obtains the title "Aqua Summoner" and can learn the ultimate secret art "S. Exceed".

In addition, you can obtain the "Blue Luminite" required to complete Sable Isola's requests. When completing the requests you receive a large amount of SP and a "Runecroak" as rewards, so you should complete them before being swallowed by the Rockgagan.

T30 ☐ Mysterious Power

Occurrence period
● No.085 After reporting the events at the desert ruins to the Presidential
No.125 Before taking Sophie, who underwent the anomaly, to the southern port of Beranic — Hubert's ti
② No.151 After clearing Lambda

Acquisition
Investigation Report",

In an event where Hubert orders his subordinate Strata soldiers to investigate a mysterious power, it occurs when you examine the ★ mark near the exit of Orleilleur. After the event, you automatically obtain the investigation report needed to complete Sable Izole's request and trigger the

title "Secretive", and the quest is cleared as is. Because it is easy to clear yet yields significant rewards, it's recommended to stop by Orleilleur before heading to the Arena Isle and clear it together with the request.

T31 ☐ Photograph of Memories

Occurrence period
No.151 After clearing t

Acquisition
Hubert's title "Hot-Blooded Tide",
"Carbon Rod"

An event to search for a young man who supposedly once lived in a house in Baronia. First, go to the Baronia house and obtain the "Photograph of Memories." Then meet the youth Justin at the northern port of Yuriberte to acquire Hubert's title "Hot-Blooded Tide." Finally, speak to Justin, who has moved near Sable Izole's inn, to clear the event. Use the "Photograph of Memories" to complete the Yuriberte request.

Hugh, who lost his father, persuades the young man to meet while his father is still aliv

T32 ☐ Remains of Lambda

Occurrence Periodical
No.151 After clearing Lambda

Acquisition
"Proof of Another World"

This event occurs at the shuttle crash site (→P326) that appears during exploration around X coordinate: -381, Y coordinate: 129. If you examine the mark on the map, you will enter combat with one ???, so be sure to save beforehand. Then, after defeating the ??? and obtaining the "Proof of Another World," complete Seibel Izole's request to clear it.

The ??? does not attack, but its characteristic is that it self-destructs when its HP is low. The destructive power is tremendous, and because the effect covers the entire battle field, you cannot escape outside the area. Equip a title that halves damage above a certain threshold in advance, and when the enemy sits down and shows signs of self-destruction, defend while using "All Divide." Incidentally, if you have acquired "Damage x2" and "Damage x5" at the Grade Shop, you may not survive even if you take all the above precautions. In that case, intentionally have one character be incapacitated before the battle and time the use of a "Life Bottle" to coincide with the self-destruction.

▼ Enemies Appearing

Use the invincibility time immediately af
Use the time and went too far with the suicid
Can do.

T33

Miss Sofi

Occurrence period
0 No.085 From reporting the events at the desert ruins to the President
No.120 Until fighting Richard on the isolated island at the center of the world
❷ No.151 After clearing Lambda

Acquisition
"Miss Sofi"

After Hubert has joined the party, talk to the maid living in Yuriberte's residential district (→P262) to trigger it. To resolve the misunderstanding of a couple who mistake Sofi for their missing daughter, investigate the ★ mark located in the southwest of the west area of the Strata Great Desert to obtain the "Keepsake Rocket." Take this to the inn in Yuriberte and complete the "Keepsake Rocket" request to clear this event. At that time, Sofi will acquire the title "Miss Sofi." While equipped, this title increases step distance, further enhancing Sofi's already high mobility.

▼ Location to obtain the Keepsake Rocket

T34

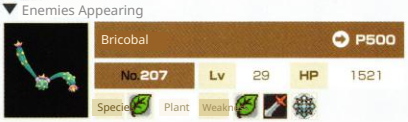
☐ Her Refinement Tool

Occurrence period
No.085 After reporting the incident at the desert ruins to the President
*Does not occur during the "Lineage to the Future" chapter

Acquisition
Passive title "Absent-Minded Glasses"

This event also occurs in Yuliberte after Hubert joins your party. First, speak with Maren in the Commercial District and learn the information that the precious refinement tool Hubert gave you was dropped in the Strata Great Desert - East. After that, defeat six Pricopal enemies in Strata Great Desert - East to obtain the "Refinement Tool." Bring this to the inn in Yuliberte and complete the "Refinement Tool" request to clear this event. Upon completing the request, you will receive SP and the "Rune Knife" as rewards, and Maren will open a refinement shop in the Commercial District. This travel event does not occur in the "Lineage to the Future" chapter, so clear it early once it becomes available.

▼ Enemies Appearing



▼ Enemy Spawn Locations

In the Pricopal battle, wide-area techniques such as "Icebreaker Blade" and "Collapsing Thunder Kill" are effective.

T35

☐ Secret Operation

Occurrence period
No.151 After clearing Lambda

Acquisition
"Hikarimono"

This event occurs and is cleared simultaneously by obtaining the Coliseum Floor 20 prize "Hand-drawn Map" and completing the Yuliberte request. Refer to page 432 onward for a walkthrough of the Coliseum. Incidentally, the "Hikarimono" you receive from the President upon completing the request is a material that, when dualized with the "Platinum Blade," can create the "Autumn Blade Fish." Despite its comical appearance, the Autumn Blade Fish is actually a high-performance paired sword, so be sure to obtain one.

The president punishes Hubert for unnecessary prying by making him fight with a

T36

☐ History of Hubert

Occurrence period
No.151 After clearing Lambda

Acquisition
Hubert's title
"Child of Oswell"

This event occurs at Oswell Treasury (→P327). First, explore by shuttle around X coordinate: 2, Y coordinate: -308 to locate the Oswell Treasury on the map. Also, as you will enter into combat with Arme Furuizu the moment you arrive, be sure to save beforehand just in case.

▼ Enemies Appearing

Arme Furuizu is almost the same enemy as Polykarpos that appeared in the snow-sealed ruins. Control Asbel, use Step or "Wind Fang Bite" to get to the side or rear, then aim to inflict paralysis with "Collapse Thunder Slash." When you defeat Arme Furuizu, Hubert will recall that Oswell once brought him here, and he will earn the title "Child of Oswell."

From close range, use "Wind Fang Bite" and move around to Arme Furuizu's rear.

T37

☐ Whose tip was this?

Occurrence period
No.089 After arriving at th

Acquisition
"Karitakunaal"

Steal the "Stimulant" from Linche, who appears on the 10th floor of the Arena Isle, and use it to complete the request in the Tower of Trials; the event and the clear will then occur simultaneously. The chance to steal the "Stimulant" is only 6%. Equip the title "Kusunera" that increases steal probability and persistently try.

For Sophie, the technique that needs to hit to steal items is "Astral Belt," but you must raise the title "Pride of the Draw" to ★5. Be persistent in your attempts. Note that to steal an item, you must [illegible] persistently.

T38

☐ The extortion boy

Occurrence period 3
No.092 After Arriving at Beranik

Acquisition
Sheria's title "Good-hearted"

This is a travel event that reveals Sheria's kind-hearted side. First, obtain the "spoon" from the treasure chest east of Belanik (→P277) and pay the boy a 1,000 gald passage fee. Next, find the boy Saji hiding in the shadow of the well and have him return the 1,000 gald. After that, talk to Saji in House 2 to hear that he needs gald to take his mother to see a doctor. If you give him all the gald he requests, Sheria will earn the title "Good-hearted" and this travel event will be cleared. For reference, the amounts Saji requests are: 200 the 1st time, 400 the 2nd, 800 the 3rd, 1, 600 the 4th, 3,200 the 5th, and 6,400 the 6th, totaling 12, 600 gald. However, you do not need to give the full amount at once.

380SP Boldo
Spoon
2110SP Item
My big brother is collecting stones and his hands are like that.
So it's sinful.
Someone, please give me a "spoon."
Continuous scroll

The "Spoon" obtained from the treasure chest [illegible] hearing a "spoon" would ma necessary for completing Belanic's request.

T39

☐ Receive the shovel

Occurrence period
No.126 After entering the border fort fr

Acquisition
"Shovel",
Sheria's title "Child Who Keeps Mother's Will"

An event to take the "Drill" to Pukkos. First, talk to Pukkos in the Fendel Mountain Tunnel (→P278) to obtain the "Shovel." Next, give him the "Drill" to clear this event, and Sheria will earn the title "Child Who Keeps Mother's Will."

To obtain the "Drill", investigate Fourier's room in Anmaltia Village (→P285) or clear Travel 40 "Cool Instructor."

T40

☐ Cool Instructor

Occurrence period
No.151 After clearing the Lambda Cocoon

Acquired
"Drill",
Malik's title "Cool Soldier"

This is an event in which Sheria changes Malik's outfit. After clearing the Lambda Cocoon, the event is triggered and completed by investigating the ★ mark that appears in the deepest part of the Basis Military Base, at which time Malik obtains the title "Cool Soldier." Note that the vast Basis

Because it is arduous to reach the depths of the military base, it is recommended to progress the story until you defeat Pawol in the upper Galdia Shaft before heading deeper into the base, and view this event as part of Chat 352 "Frozen World."

T41

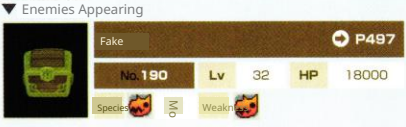
☐ Mimic Monsters

Occurrence period
No.100 After arriving at Mount Z

Acquired
"Equipment Materials"
Pascal's title "Flame Summoner"

This event is cleared by defeating enemy "fake" creatures disguised as treasure chests on Mount Zavet (→P282). Upon doing so you obtain "Equipment Materials" and Pascal's title "Flame Summoner." The "Flame Summoner" title allows learning the highly useful art "Bladflamme" and the level-3 Mystic Arte "B. Assault." Meanwhile, the "Equipment Materials" are items required to complete Zavet's request; if you take them to the inn, Zavet's armor shop will resume operations.

▼ Enemies Appearing



"Bradflamme," which has burn properties, displays particularly strong power in the Fer

A key caution when fighting fakes is not to stand directly in front of them. At this point their attack power is quite high, and taking hits head-on is dangerous. Circle to the enemy's side or rear, or wait for allied support before attacking.

T42

☐ Rock Gagan researcher

Timing of commercial occurrence
No. 095 After arriving at the Fendel Plateau

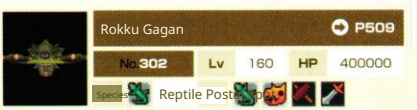
入手
Malik's title "Big Man"

Meet the Rock Gagan researcher on the Fendel Plateau (→P279) and hand over the "Rock Gagan Fur" to him at Zavet's request in this event. To obtain the "Rock Gagan Fur," operate Sophie equipped with the title "Kusunera" and use stealing techniques such as "Jinsei Hajiki" to attack the Rock Gagan. Set other party members' attack frequency to "Do not attack" so they are not caught in enemy attacks. If the theft succeeds, escape immediately.

Rock Gagan strategy

What to watch out for with Rockgagan's attacks are the devouring attack that prevents revival and its high-power breath. To be able to fight while avoiding these, Malik and Pascal, who excel at long-range combat, are suitable as attackers. The other two should be Sheria and Sophie, who are skilled in healing arts. Assign Malik and Pascal to use "Vanish Flow" and "Blad Flamm" respectively, and set Sheria and Sophie to use only healing and support arts. Once battle starts, first move your allies to the left and right sides of the field so they don't get hit by the devouring attack or the breath. After that, just keep checking your allies' positions and let auto-battle handle the rest.

▼ Enemies Appearing



Sophie and Sheria should be placed apart left and right so that both do not die at the sa

T43

☐ Smuggling

Occurrence period
No.151 After clearing L

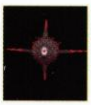
Acquisition
"Strata Ratchet",
Malik's title "Candidate for Next Master"

After clearing the Lambda Cocoon, this event occurs if you choose "?????" on the sea route selection at Zavet Port. During the smuggling operation, defeat the Valonos Demon that attacks and the two Eleos Eyes to clear it, and as a reward you will obtain the "Stratara Wrench." Note that the "Stratara Wrench" is an item required to complete a request in Zavet.

The important point in battle is to defeat the Valonos Demon first. If you leave this enemy alone, it will inflict devastating damage with the HP-absorbing art "Leap Will. " Use Asbel's "Wind Fang Absolute Bite" to quickly close in on the enemy and interrupt the casting of its art. If the enemy erects a Chaotic Star Barrier, immediately dispel it using arts or skills with the Chaotic Star attribute.

▼ Enemies Appearing

Valonos Demon — P480
No.017 Lv 42 HP 8954
Species Demon Poi



Eleos Eye — P483
No.043 Lv 42 HP 6268
Species Demon Poi

T44

☐ Pascal and the Spy

Occurrence period
No.151 After clearing Lambda

Acquisition
"Evidence of a Spy",
Pascal's title "People of Fendel"

After clearing the Lambda Cocoon, you will be able to reach B10 via the maintenance elevator of the Fendel Government Tower (→P291). If you talk to the man here, he reveals that he is a member of the anti-government organization founded by Malik and Katz, and that he's [illegible] the Government Tower

It is revealed that he was attempting to plant a bomb. The man is subdued by Malik but is released after being persuaded by Pascal. At that time, you obtain the "spy evidence" and Pascal's title "People of Fendel," and this event is cleared.

T45

☐ A Certain Memory

Occurrence period 3
No.102 After speaking with the lead

Obtain
"Experimental Sample,"
Sheria's title "Only Child"

This event occurs after hearing information about Fourier from Poisson in the Anmarthia village and then speaking to the young man at the village entrance. You obtain the "experimental sample" he is searching for from the mark in Pascal's room and complete the inn request in the village

and the event is cleared. When obtaining the "experimental sample, " Sheria becomes jealous of Asbel and Pascal, who have siblings to quarrel with, and acquires the title "Only Child." Also, upon completing the request you can obtain the "Holy Water Grimoire."

T46

☐ Squadron

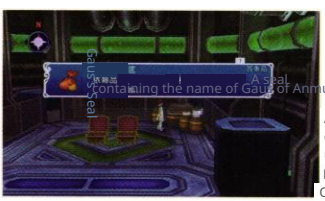
Occurrence period
No.121 After letting Sophie rest at the Zavett inn

Acquisition
"Boom Signet"
"Gaus's Seal"

This event reveals that Hubert, who has a cool image, actually has a maniacal hobby. First, after clearing the Lambda Cocoon, go to the 5th basement floor of the Sneak Laboratory and approach Mark to trigger the appearance of a Gargantua—defeat it. You will then obtain the "Boom Signet" and the event will be cleared. By the way, this item is a material that can be dualized with the "Platinum Staff" to create Pascal's weapon "Looper Wooper." The "Platinum Staff" can be obtained from the weapons shop in the village of Anmultia or from Shot Cubes. Against the Gargantua, a tactic that repeatedly uses Asbel to trigger the enemy's weak points with "Wind Fang Rending Bite" and "Icebreaking Blade" is effective.

▼ Enemies Appearing

Gargantua — P484
No.053 Lv 42 HP 7439
Race Insect Weak



After the event, examine the upper right of the room (an item Request item "Gaus's Obtain a "seal" (inkan).

T47

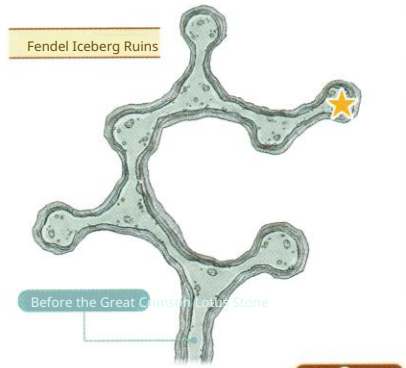
☐ Robelia's Tomb

Occurrence period
No.151 After Clearing t

入手
"Kartz's Pendant",
Malik's title "The Man Who Cannot Die"

After clearing the Lambda Cocoon, you can proceed further from the room in the Fendel Glacier Ruins that contains the Great Crimson Lotus Stone. If you examine the mark at the end of that passage, you discover it is Robelia's tomb built by Kutz, and you obtain the "Kutz's Pendant" offered at the tomb. Malik then receives the title "The Undying Man." This completes the event, but afterwards a treasure chest appears nearby containing Malik's exclusive armor "Abyssal Black Robe," so be sure to obtain it.

▼ Event Location



MAP P295

"The Abyssal Black Robe"'s performance and special effects greatly increase Malik's survivability.

T48

☐ A very, very long time

Occurrence period
No.143 After clearing the Cornell Research Facility

Acquisition
"Kubinagaai"

After clearing the Cornell Research Facility, if you talk to Sai in the residential area on Basement 1 of Telos Astyu (→P308), Sai will ask you to repair a broken power supply. Next, head to Basement 1 and examine the marker in the northeast area. Then, at Pascal's suggestion, you will need to destroy a passing humanoid to extract the power source. This leads to a battle with Decrio, so it's a good idea to save on the first floor beforehand. Defeat Decrio to obtain "Micro Parts" and take them to the inn in Telos Astyu to complete this event. Note that Decrio's strength is not much different from the regular enemies that appear at the next destination, the Basis Military Base. You should be able to win by brute force without special preparation.

▼ Enemies Appearing

Decurio P492

No.133 Lv 46 HP 7690

Species Mechanical

T49

☐ Hubert's Thoughts

Occurrence period
No.140 After arriving at the Cornell Research Facility

Acquisition
"Drive Unit", Hubert's title "Rant Lover"

When you arrive at the Cornell Research Facility (→P313), first examine the marker in the southern room of Basement 1. Hubert will then discover a "Drive Unit" and tell Pascal why he studied so hard and about the difficulties of Governor Rant's job. This clears the event, and if you take the "Drive Unit" to the inn in Telos Astyu, you can also complete the "Drive Unit" request. Because it yields good rewards and can be done alongside the story progression, you may want to clear it while tackling the Cornell Research Facility.

The inn in Telos Astyu can be used from the vending machine on the west side of the fi

T50

☐ Trigger

Occurrence period
No. 143 After clearing the Corr

Acquisition
"Broken Brooch"
Sophie's title "The Beginning of Awakening"

In District 66, it occurs when you examine the ★ mark that appears just before the warp point to the Basis military base. Because Asbel found a glowing brooch down the cliff, this triggers a sad incident that became the catalyst for Sophie developing humanlike qualities.

An event in which she recalls those memories. The "Broken Brooch" picked up at that time is the object for which Sophie is the requester in a quest posted at the Teros Asty inn. When you return to town, hand it over to receive the reward "Kanitama" (Crab Omelette).

T51

He and She

Occurrence period
No. 156 After the Guardia Shaft Appeared

Obtai
"Recorder",
Sophie's title "Version 6.1"

The ★ mark that appears in the deepest part of the collapsed Lambda cocoon is investigated to trigger this event. It reveals the past of Cornell, who was the director of the Cornell Laboratory in prosperous Fodlan, and his subordinate Emeraude, who secretly had feelings for the director. Because the structure of the collapsed Lambda cocoon is slightly different from when you first explored it, please refer to the overall map on page 324 when heading to the deepest part. After the event you receive the valuable item "Recorder" and Sophie's title "Version 6.1". The "Recorder" is a requested item for Telos Asty. You can return to Telos Asty by shuttle, so go claim the reward of 6755 gald.

▼ Event Occurrence Location

Lambda (after clearing Lambda)

MAP P324

T52

Fashion Neko-nin

Occurrence period
No.151 After clearing Lambda Cocoon

Acquisition
Hubert's title "Modern-Style Youth"

Obtain "silk fabric" from the treasure chest on the north side of the Great Azure Stone in the Strata Desert Ruins. Deliver it to the inn in the Neko-nin village as a requested item to trigger the event. A Neko-nin named Nesugi checks Hubert's fashion in this event.

To go to the Neko-nin village you must follow specific steps, and to speak with the Neko-nin you need the translator device "Neko-decoder". These details are explained on page 452, so please refer to that.

T53

☐ Advice Neko-nin

Occurrence period
No.151 After clearing L

Acquisition
Shera's title "Pure White Lady"

Obtain the "Pearl Wind Thread" from a treasure chest in Baronial Castle, then deliver it to the inn as a requested item in Neko-nin Village to trigger an event. The location of the chest containing the "Pearl Wind Thread" is marked on the map starting on page 342, so refer to that map when going to retrieve it.

This event is Sheria's version of the fashion check caused by Nesugi that appeared in Travel 51. See page 452 for how to get to Neko-nin Village and how to obtain the Neco-Deck (Nekodeku).

T54

☐ A Big Dream

Occurrence Periodical
No.151 After clearing Lambda Sugar

Rewa
"Crimson Lotus Holy Garment"

Investigate the shark object at the spa resort to obtain "Shark Fin", then deliver it to the inn in Neko-nin Village as a requested item to trigger the event. The conversation with the requester who wanted to eat the shark fin goes off on a tangent, revealing a small complex of Sophie.

The spa resort introduced on page 328 is one of the facilities that can be discovered in Shattle Mode. You can find it by exploring the world map near coordinates X: -367, Y: -159.

T55

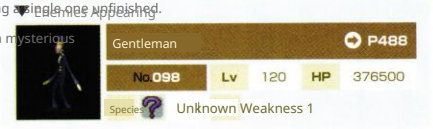
☐ Gentleman

Occurrence period
No.151 After clearing the Lambda Cocoon

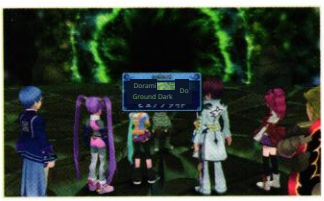
Acquisition
"Dragon Blood",
"Ground Dark",
One of "Pure Plight"

Occurs when you complete every inn request in all towns without leaving a single one unfinished. When you hand the last requested item to the inn, you will be pulled into a mysterious space and engage in battle with the Gentleman.

The thunder strikes and chunks of ice this enemy uses, dropped from above, can cause freezing or paralysis. Prevent these with combinations of titles and gems such as "Paralyze Guard" and "Freeze Check." Also, after taking a pose of sipping tea, it will perform one of the following: spit tea forward, throw a plate that homes in on a target, or recover 10% of its maximum HP. Circle to the enemy's side while it is sipping tea; if it throws plates, endure them with defense, and when it performs the tea-spitting attack that creates a large opening, counterattack. Once its HP drops and it begins summoning Fakes or Cosmo Stars, ignore the reinforcements and focus all attacks on the Gentleman. Avoid standing in front of it, as it uses a powerful Cossack Dance attack. Order Sheria not to "attack" so she specializes in healing, and have the other allies "attack with full force" only the boss Gentleman to take him down quickly. Bringing Malik to the back row and having him repeatedly use only "Vanish Flow" is effective.



When your HP gets low, you can use the "Arcana Bottle" and finish it off quickly with Elesris



When defeated, Pascal's old man appears. He lets you choose one of the reward items.

T56

☐ Sophie's Seed Gathering

Occurrence period
No.040 After planting Kurosofi seeds in the manor lord's garden

Acquisition
"Magic Card No.24",
Sophie's title "Mother of Flowers"

At the house of Sheria in Rant, investigate the ★ mark that appears next to the flowerbed in front of the house to trigger the event. Sophie will begin cultivating flowers from around the world in the flowerbed. Once you obtain seed packets from light points in various towns, check the flowerbed ★ mark to plant them. Of the 11 types of seeds, if you bloom six types of flowers excluding the "Nekomatsushigura Seed" and then plant seeds, you will receive "Magic Card No.24". Also, when you have ten types of flowers blooming, you will find a mysterious plant seed and in the event have a man grow it for you. After a while, a mark will appear next to the tool shop; investigating it will grant you a "Melon", and thereafter melons will be available for purchase at the tool shop. Furthermore, after that you can return to the flowerbed to plant the "Nekomatsushigura Seed".

• Where to obtain flower seeds

Seed Names	Obtained at
Night Lily Seed	Baronia
Rapeseed (Nanohana) Seed	Grellside
Amaryllis Seed	Orleil
Gerbera Seed	Sable Isolé
Lasanble Seed	Yuriberute
Daphne Seed	Arena Island
Niferm Seed	Beranic
Bloody Rose Seed	Zavet
Mamushisou seeds	Village of Anmarchia
Namonaki Hana Seeds	Telos Asty
Nekomatsu Shigura Seeds	Nekonin Village

After planting the seeds, about one minute later, when you change maps, flowers will bl

When you make 10 different flowers bloom, you will be able to see Chat 353 "Later, at the tool

T57

☐ Hide-and-seek

Occurrence period
No.069 After Hubert joined the party

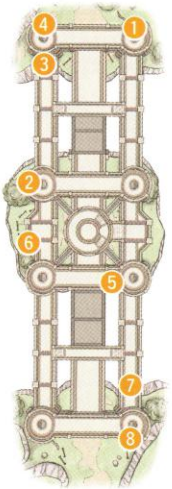
Acquisition
"Feather Patch",
Shelia's title "Hide-and-Seek General"

Occurs when you talk to the maid on the second floor of the central wing of Wallbridge. You will play hide-and-seek with eight children. The hiding spots are shown on the map to the right, and talking to all of them will clear the event.

To finish the hide-and-seek, you will need three "Life Bottles" to move the Windor soldiers blocking your way, and "Croquettes". The former can be bought from the kaminin in the plaza on the first floor, and the latter from the kaminin on the central wing's rooftop. Also, some Windor soldiers will not move unless you have less than 500 galds on hand. Since it would be a waste to forcefully spend all your money, temporarily lend your funds to the soldier searching for lost public money on the left of the second floor of the northernmost tower. You can recover the money by finding child number 8.

▼ Places where the children are hiding

Wallbridge



After clearing the hide-and-seek, you will be able to see Chat 355 "Resting is also work" on the central wing's 2nd floor.

MAP P237

① Northernmost tower, 2nd floor - right

Hiding behind a pillar next to the lever that operates the north gate. Whether a child is in an unseen spot can be determined by whether the "Talk" prompt appears.

② North Main Tower Basement - Left

It is hidden behind a wooden crate placed against the west wall. Exit through the nor door as is, and go to find children number 3 and 4.

③ Left underground passage - north

If you talk to the Windl soldier blocking the passage eight times, he will move. Enter and go forward and speak to the child sitting in front of the door.

④ Northernmost Tower Basement · Left

Discovery 37 Hidden in the shadow of the "Three-Hundred-Year Barrel." If you have r than 500 guld, stop by the left side of the second floor of the northernmost tower bef

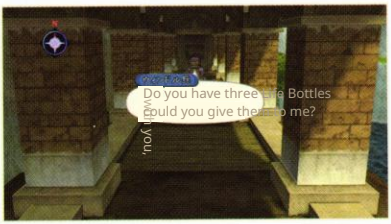
⑤ Upper Left of South Main Tower

Give a croquette to the Windl soldier who is too hungry to move so he will get out of the way. Further ahead, hidden behind the nearest fence, is the location.

⑥ Ground Level

Hidden behind the turtle cart behind Kamenin. After this, enter the building from the m塔・right entrance and find children number 7 and 8.

⑦ Right-side Underground Passage · South



Behind the Windl soldier who will move if you give him three "Life Bottles." As a thank-you, the soldier will give you a "Feather Badge."

⑧ Southernmost Tower Basement · Right

Sitting in the bedchamber and hiding. When you find everyone, an event will occur and Sheelia will learn the title "Hide-and-Seek General."

T58 ☐ Magic Karuta

Occurrence period
No.073 After arriving at Sable Isola

Acquisition
"The Grimoire of Gourmet"
"The Scarf of Great Nature"
Pascal's title "Female Karuta"

The event occurs when you have collected 10 or more Magic Karuta and speak to Talka of Seible Izole. Magic Karuta is a minigame where players compete for points by taking karuta cards depicting characters from the "Tales Of" series. The types of karuta are listed on the next page in gojūon order by the first half of the poem. When you have 10–19 cards, only the "Easy" difficulty—first to 100 points—can be played; as you collect more cards, reaching 20 or more allows "Normal" first to 200 points, and 25 or more allows "Hard" first to 300 points. The first time you defeat Talka on each difficulty, you receive: on "Easy" a "Peach Gummy," on "Normal" the "Gourmet Grimoire," and on "Hard" the "Great Nature Scarf," plus Pascal's title "Lady Caruter" and unlock access to Chat 356 "Teamwork Victory!?". Note that on subsequent wins the prize for each difficulty changes to "Apple Gummy."

By the way, if you collect Magic Karuta, depending on the number of cards you have, you can also receive items like those in the table at the lower right from the man at Zavet Port.

▼ How to Read the Screen

1. Player's current score
2. Uncle (Talka)'s current score
3. Score when you take the next karuta
4. Player's cursor
5. Uncle (Talka)'s cursor
6. Magic karuta. The selected karuta under the cursor will have its border color change

▼ Items obtainable from the uncle in the Savet Sphere

Number of cards	Items received	Number of cards	What you can receive
5	Grape Gummies ×3	50	Mastery G
10	Mastery C	60	Symphonia Tact
20	Mastery EX	70	Reverse Crusader
30	Asbel's Title "Karuta Collector"	80	Magic Karuta No. 73
40	Lost anklet	90	Mastery G ×3

List of Ue no-ku 50-syllable Order Magic Karuta

あ Ah, will I die here?

Goodbye, My fans around the world

い Ah, excuse me. Are you going to tell me about the world?

You were an innocent "young master," weren't you?

う I am a chi — Hunter of Love and Dreams Champion!

Gahahahaha!

え I am a chi — Hunter of Love and Dreams

As for "Johnny the Clown" I'm the one

お Watch out!

Philia Bomb!

か Ash! Wait!

What you're saying now — it's the same thing you always say, but it's a complete mess!

き Don't leave the house because it's dangerous

く That Amii

Saved you, y'know...

け Issued by the Lord Original identification code は……

Kunzite

こ It's all right, Stan

We have lived too long

さ Hey, if you lay a hand on my younger sister

I'll kill you.

し The phrase "life has no color"

Because it's the truth I found.

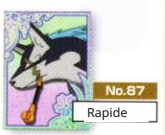
す 妹 seemed to have been born and it was fun

Stay like that forever okay, Rutie?

せ I have one younger sister. She left and never returned

Because mom died when I was a child...

そ Put it into service

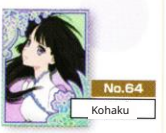


Gau-gau!

た You're so noisy, noisy—

I don't trust anyone!!

ち Yeah, I believe you.



There's no way a weird person could use Soma.

つ I might be able to become a hero~

Hmm, it's doable, doable!

て Eh.....と

I wonder if it can be eaten

と Hehe..... thank you

I'm glad. That I was able to live until today

な Don't choose

I've already chosen.

に Make it tasty!

It's finished!!

ぬ Wow, awesome!! Five stars!!

Did you perhaps already know?

ね Wake up! Lloyd Irving?

Lloyd!

お I'll pinch and hold you my cute honey ~and the others♡

That cool girl over there~ Is there no one to blame me?

If you intend to hurt what is precious to us,

I will not forgive.

.....I want to become like Dad!

Like Father, become an amazing hero!!

My main profession is a natural historian.

I have never claimed to be a sheriff.

I don't mind if I die.

As long as Claire is safe, that's enough.

Good

Lord Guy

Making a splendid entrance!

Kairu

Hey, over here, over here!

Did you think you could win?

What bad luck~

Will you run away?
Or fight?

If you're a man, be decisive!

そ Ficky, Merde
I were saved.

Thanks

ケ With Yaki-san
We were just talking

And then I ended up crying along with them

The sword!
The sword spoke!

No,
An ordinary sword is not alive!

This is the moment for a man to show whatne can do
Well then!

I'll do it!

There are important people living in this world.

I won't let it be crushed

Should we not worry about such trivial matters?

Because it's a trivial matter.

差 Was extended
To hold a hand

That is my will!

し Sho, I won't hesitate anymore.

I'm not afraid of knowing things!

As long as we act as a group

Refrain from acting selfishly, understood!

For the meal, a burger without pickles.

This child is, you see, because at least you know.

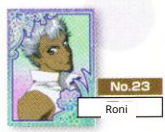
To Daos, who kept fighting alone with conviction...

A token of a small offering.....

Suzu,
I will not cry anymore

Suzuha
I will become a splendid ninja

Do not attack when your spirits are low!

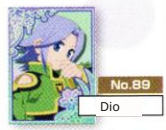


You'll be knocked away!

Kingdom of Saingard
Guest Swordsman,

I'm Rion Magnus.

It's totally fine because



It'll work out somehow!

That's right—we of Mizuho also

I won't stay silent!

Be prepared,
Rocket launcher

Unlimited shooting?

What matters is the past やなー。

No.70
Mao

The future!! ...Just kidding

However, you have potential.

No.71
"Eugene

Having seen many gifted individuals I can tell.

Indeed, I could hear my mother's voice!

No.29
Mint

Voices encouraging me...

Accomplished person Lives like this,

No.15
"Clemente

Philia

だっ、Who is reckless It's a woman!

No.77
Chloe

Don't call me impolite names!

……●Minutes, luck That was good.

No.57
Ruka

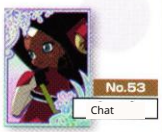
I'm not into fighting at all.

……Chris Vin Saint

No.07
Marie

That is my husband.

By the way, considering my gender


No.53
Chat

Bouzu is not an appropriate word is it!

Apparently Between you and me

No.45
Tia

It seems a super vibration has occurred.

To the ends I will accompany you / I will serve you

No.14
Chaltier

My master is Bocchan.

と Nikaku I am the goodwill ambassador

No.43
Luke

What I say is absolute! Understood!

What, to give a scolding to the villain you mean

No.88
Patti

Just about right, huh や!!

What are you doing!

No.58
Ilia

Are you an enemy? You're an enemy!

What on earth is going on?

No.59
Spada

You started the conversation yourself, so why are you silent, huh?

……Hey, Atwhite

No.02
Lutee

I want to ask about Rion

The voice of a curse Slowly crawling up

No.17
Estelle

Take us with you ……

は Ah! Lord Ion!

No.46
Anise

Chief, this is serious!

The people stabilized To live

No.86
Furen

The righteous laws established by the Empire are needed!!

人 If killing is what frightens you

No.85
Ash

Throw away your swords!!

フ To Fandalia Glory

No.13
Iktinos

May Woodrow be blessed

Hmph! Someone like Chesta ー

No.30
Arche

I reeeally hate it!!

Full. I finally thought I had found a place to die, but

No.39
Kratos

After all, you really are the kind of person I absolutely cannot forgive, aren't you? So naive.

I have things I don't know about myself

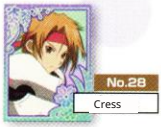
No.80
Jay

I'm not the boss

No.18
Carol

I'm only best as a fellow member of the same Gallant Star!

I definitely Daos


No.28
Cress

Daos (Taosu)!

Well then, all right—would you like to eat your fill from now on?

No.62
[Erumana]

I worked hard to feed them, because I am Anju Serena

Well, in that case this is a meeting arranged by fate

No.60
Ange

Well, to think she's a beautiful woman with a large chest...

No.67
Ines

People often say that to me.

Again. Nightmares always,

No.24
[Judas

It starts from here, Sharu

Another brat?

No.61
Ricardo

Since when did the battlefield become a children's playground?

Ladle in the right hand! Frying pan in the left hand!

No.10
Lilith

Roar! "Awakening of the Dead"!

To someone who can't even restore the smile of the girl in front of them

No.63
Sing

There's no way we can save the world.

The person in front of me as well, save unable to,

No.34
Lloyd

I won't take part in world rebirth.

Well, save is

No.49
Emil

It's the magic to make dreams come true

Lilith! And so I made friends.

the limiter

No.04
Woodrow

I'll step out!

About Rue, Ichiban,

No.26
Nananly

I'm confident I could understand and do it—I like it there is an edge

Wide and such

No.36
[Genius]

Everyone from Iseria and so on

By my name and by the warning of this hand

No.42
Legal

I swear I will never betray you....

Because it is my path

No.21
Judith

Goodbye

I will overcome it.....

No.74
Hilda

I will show that I can overcome myself !!

Aim for a perfect victory with combo bonuses

If you win a magic karuta match without letting your opponent score a single point it counts as a perfect victory, and you will receive the title listed in the table at the top right as a one-time reward for each difficulty level. In magic karuta, when you capture karuta cards consecutively you receive combo bonuses as shown in the table at the bottom right, so even on the "Hard" difficulty, if you capture karuta cards six times in a row from the start of the match, it becomes a perfect victory. Note that the karuta cards that appear in play are chosen at random from those you have obtained, so it is easier to win if you challenge matches when you have collected relatively few magic karuta cards. Difficulty

▼ · Rewards for a perfect victory

Difficulty	What you can receive
Easy	Asbel's title "Black-Robed Punisher"
Normal	Sophie's title "Great Pirate"
Hard	Cheria's title "Sharpsighted Magic Wasp"

▼ Combo bonuses by difficulty

Number of times	Easy (100P first take)	Ordinary (First to 200 points)	muzukashii (First to 300 p
First time	10 (10)	20 (20)	10 (10)
2 Combo	22 (32)	30 (50)	19 (29)
3 Combo	36 (68)	43 (93)	33 (62)
4Combo	53 (121)	60 (153)	54 (116)
5Combo	–	82 (235)	85 (201)
6Combo	–	–	129 (330)

If you aim for a perfect victory on "Muzukashii" (Hard), the best time to challenge is once you have collected 25 Magic Cards.

T59

The Guardians in Black

Occurrence period
No.089 After Rescuing the Spy c

Acquisition
Asbel's Title: "Strongest Swordsman"

This event is triggered when you meet Veigue in Riot Peak's Normal class. The final objective is to defeat the Guardians in Black: Veigue, Kohaku, and Riara. First, complete the three quests added to the colosseum island inn. "Requiem" is obtained from Travel 63's event "Strange People," "Lost Anklet" is received from the old man at Zavet Port as a reward for collecting 40 or more magic cards, and "Hero's Staff" can be found in a treasure chest in the sand-covered ruins. After completing the quests, the three will appear on the rooftop in Masters Class, and you must defeat them there. For detailed strategies on the arena, see page 432. Use that as a reference when attempting the challenge.

After clearing, chats may appear: 361 "Four Monsters Appearing Simultaneously!" and

T60

Theatrical Performance

Occurrence period
No.151 After clearing Lambda Cocoon

Acquisition
Malik's title "Famed Supporting Actor"

An event that occurs when you talk to the writer in the backstage room of the Bellanic inn. After the conversation ends, a request from the writer who needs materials to create a play script is added to the inn, so gather and submit the "Princess Story Masterpieces" from the five locations summarized in the table on the right. When you hand the requested items to the inn, the writer immediately finishes the script and Asbel and the others will perform the play "Sherry Snow Princess." Thanks to a small scheme by Malik, an incident also happens involving Asbel and Cheria, and with Hubert's overacting driven by self-preservation, the play ends in great success. Here Malik obtains the title "Famed Supporting Actor," and if you go to the backstage room you can see Chat 358 "I was hit-and-run."

▼ Locations for obtaining the Princess Story Masterpieces

Town n	Obtained at
Rant	Lord's mansion: bookshelf on the study floor
Baronia	Closet of the right guest room on the inn's second floor
Grellside	Wooden box beside the inn's back entrance
Bellanic	Wooden box in the inn's backstage
Zavet	Drawer in a house on the west side of town

T61

Sick Girl

Occurrence period
No.099 After arriving at Zavet

Acquisition
"Lala's Medal",
Sophie's title "Lala's Friend,"
"Therapeuin"

Enter the house nearest the port-side entrance of Zavet and speak with a girl named Lala who is sleeping in bed to trigger this event. Sophie gives a doll to Lala, who was born physically weak and has never gone outside. There are nine types of dolls that can be given to Lala: six of them can be obtained from treasure chests or town residents, while the remaining three must be crafted via Dualize. Gather materials based on the item acquisition locations listed from page 518. If you give seven types of dolls, you will receive "Lala's Medal" and Sophie's title "Lala's Friend." If you give all nine types, the event is cleared and a treasure chest containing "Terapewain" will appear in Lala's house.

▼ Stuffed toys obtainable in town

Stuffed toy	Obtainn	How to
Leaf plush	Lant	Obtainable from treasure chests
Mojikun plush	Baronia	Obtainable from treasure chests
Imp plush	Grellside	Obtainable from treasure chests
Baul plush	Yuriberte	Obtainable from treasure chests
Bushbaby	Belanik	Obtainable from treasure chests
Cat plush	Zavet	Purchase from a child for 10 guld

▼ Plush toys craftable with Dualize

Plush toy name		Material 2
Prince plushPlush toy		Strange lump
Estelle plushPlush toy		Imperial Family Crest
Light blue plushPlush toy		Light-blue dangerous liquid

T62 ☐ Shot Cube

Occurrence period: No.101 After arriving at the village of Anmalthia

Acquisition: "Rune Staff" and others, see main text

A minigame that occurs when you speak to the enthusiast in the village of Anmalthia. Control Pascal and solve twelve puzzle stages using ice cubes. As you clear stages you can challenge increasingly difficult stages.

As you progress, the enthusiast will award you luxurious items and titles as prizes. The clearing procedures for each stage and the rewards for clearing them are introduced from page 450. If you absolutely cannot solve them, please refer to that section for help.

T63 ☐ Strange People

Occurrence period: No.048 After arriving at Grellside

Acquisition: Sofi's title "Heaven Girl" and others, see main text

A series of events that trigger when you talk to a boy named Joe in the left guest room on the second floor of the inn in Grellside. Joe manipulates flames at will with a device on his back, Arne is a cook bad at cooking, and Sofi continues to seek ideas for new weapons

You can see Blacksmith Kaji interacting each time with his own unique vibe. The event progression chart is as follows. Charts after Chart 10 occur after you are able to enter the Galdia Shaft.

▼ Event Chart

Chart 01 Grellside — Talk to Joe in the left guest room on the inn's second floor
Items obtainable: Sophie's title "Heaven Girl"

Everything began when she met Joe, who could ignite Eres and produce flames.

Chart 02 Baronia — In the guest room on the left side of the second floor of the inn: Joe, Arne, and Car — Speak to Arne
Items obtainable: "Hamburger" ×3

Chart 03 Orreille — In the square in front of the inn: Joe, Arne, and Car — Speak to one of Gino
Items obtainable: Malik's title "The Winged One"

After Baronia's Arne then at Orleyu Kaji joins the confluence. For the first time the three are together.

Chart 04 Sable Isoleru — Speak to Joe or Kaji in the square in front of the inn
Items obtainable: "Pork Curry" ×3

Chart 05 Yurboroute — Talk to either Joe, Arne, or Kaji at the inn
Items obtainable: "Battle Sword"

Chart 06 Arena Island — Examine the mark in front of the ferry terminal
Items obtainable: "Unajū"×3

チャート 07 Beranikku — Talk to either Joe, Arne, or Kaji at the inn
Items obtainable: "Battle Knife"

Chart 08 Zavēto — Talk to Joe in the guest room next to the inn's reception
Items obtainable: Hubert's title "Senior Junior"

Chart 09 Village of Anmaruchia — At the side of the inn, speak to either Joe, Arne, or Kaji
Items obtainable: "Mikan Scarf"

They had seemed carefree, like three brothers. b
A minor quarrel can escalate into a crisis of disintegration.

Chart 10 Rant — In the lord's mansion, first-floor guest room: Joe, Arne, — Talk to one of the characters
Items obtainable: "Requiem", "Mapo Curry" ×10

The three brothers who arrived at Lord Rant's mansion "Younger brother." "The Black Wing" a

Chart 11 Rant — Talk to either Joe, Arne, or Kaji in the guest room on the first floor of the lord's manor
Items obtainable: None

T64

Guardian of Daiki Stone

Occurrence period

No.151 After clearing Lambda

Acquisition

"Great Emerald Dragon's Radiant Stone",
"Great Sea Dragon's Radiant Stone",
"Great Crimson Lotus Dragon's Radiant Ston

If you have registered all three—Baronia's Great Emerald Stone, the Strata Desert Ruins' Great Azure Sea Stone, and the Fendel Glacier Ruins' Great Crimson Lotus Stone—in Discovery, a mark will appear in front of each Great Radiant Stone. Investigate this to enter a distortion of spacetime and defeat the Great Emerald Dragon, the Great Azure Sea Dragon, and the Great Crimson Lotus Dragon. By defeating each dragon, you obtain the "Great Emerald Dragon's Radiant Stone," the "Great Azure Sea Dragon's Radiant Stone," and the "Great Cri

At the party strength when this event becomes available, you can barely defeat the Great Emerald Dragon and the Great Azure Sea Dragon. Challenge the Great Crimson Lotus Dragon only after training your characters until you can clear floor 9 of Zo'on Cage—which requires items.

▼ Battle Strategy

VS Great Emerald Dragon

Spam Malik's multi-hit "Vanish Flow" to break the Great Emerald Dragon's rigid posture, then have front-line characters follow up with A-tech-focused combos while the enemy is staggered. If using Asbel, chain "Sealed Wing Thrust" into "Dragonslayer Cleave"; if using Sophie, chain "Twin Dragon Kick" into "Heavenly Wing Radiance" to exploit its flying and dragon weaknesses. If possible, equip jewels that add the Slow effect to your attacks for extra advantage. The dragon's breath attack, used as its HP drops, also adds Slow—prevent this with titles or equipment like "Slow Guard" or "Slow Check." When its HP falls below half, it will perform a flipping spin charge and an aerial breath attack aimed diagonally downward; evade the charge with a side step and counterattack, and intercept the aerial breath before it hits using moves such as "Dark Sever Seal."

▼ Enemies Appearing

Great Er

P490

No.115 Lv 75 HP 207000

Species Dragon Species Weakness

An attack that rotates the tail horizontally has a very long range. Change your position during battle so that no allied backline char

VS Great Azure Sea Dragon

The Great Azure Sea Dragon's breath attack inflicts additional debuffs. Prevent their occurrence by equipping "Weak Check" or placing a "Pumpkin Pie" on Erespot. The basic strategy is the same as for the Great Emerald Green Dragon: Malik repeatedly uses "Vanish Flow" with "Full-Force Attack" to reduce the enemy's defenses, and near the end of its phase stack front-line attacks. If Asbel chains from the aquatic trait "Water Shadow Form" to the burn trait "Demon Lord Flame Strike" and Sophie's A-technique–focused sequence transitions from the dragon trait "Twin Dragon Legs" to the flying trait "Radiant Wing Soar," you can exploit weaknesses broadly. Have Sheria refrain from attacking and focus on healing so damage can be recovered at any time. During battle, be careful that the tail's horizontal-swinging attack doesn't catch and eliminate your backline. If the enemy targets Sheria or Malik, switch the playable character and move them away from the enemy.

▼ Enemies Appearing

Great Azure Sea Dragon

P490

No.116 Lv 95 HP 307800

Species Dragon Species Weakness

When its HP is reduced to half, it burrows into the ground and uses an attack Try to withstand it using side-step adaptive defense.

VS Great Crimson Lotus Dragon

When its HP drops by about 20%, it uses a breath attack, so as a countermeasure, set items like "Marbo-nass" and "Pumpkin Pie" on the Erespot so it can automatically recover debuffs. The way you fight the other two Great Luminous Stone Dragons doesn't change: Malik repeatedly uses "Vanish Flow," and the front line attacks in sync with that. If Asbel is used, combine A-techniques like "Sealed Wing Strike" and "Rending Tremor Tiger Cannon" with B-techniques such as "Demon King Flame Blast" and "Icebreaking Blade" to hit its weaknesses. If Malik's support and Sheria's healing are interrupted, the situation quickly turns unfavorable. If a rear character is targeted, get them away immediately.

▼ Enemies Appearing

Great Crimson Lotus Beam P490

No.114 Lv 110 HP 396000

Species Dragon Tribe Weak Ast

It jumps straight up and breathes a wide-range scorching wind. Immediately attack its tail to knock it down.

T65 ☐ Sword of Remembrance

Occurrence period: No.151 After clearing Lambda

Acquisition: Asbel's title "Inherited Second "Eye", "Excalibur"

This event occurs when you speak to Victoria in a room on the first floor of the Baronia Knight Academy. First, obtain the "Aston Sword" from the turtle-person near the entrance of the Kamenin headquarters for 120,000 Gald, then report to Duke Dale in the throne room of Barona Castle. Next, obtain "Argoiris" from Proton of Diashaft, then have the village chief of Anmaltia repair the sword. Note that if you have defeated the Dark Kamenin in Zoong Cage, the Aston Sword can be obtained for free.

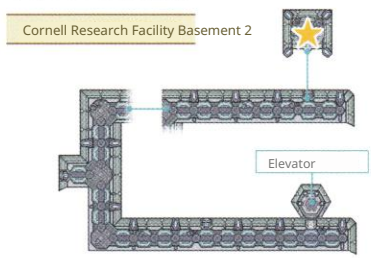
T66 ☐ The Humanoid's Last Moments

Occurrence period: No.149 After preparations are complete to retu

Acquisition: Pascal's title "Mad Anmalt "A"

This occurs when you talk to the humanoid on the first floor of Telos Asty. Sophie, Pascal, and Hubert strive to revive the humanoid that has reached its operational limit. After listening to them, examine the ★ mark in the records area on the second floor to trigger an event in which the humanoid ceases activity, leaving behind a "Memory Core." After that, go to the room indicated on the right map of Basement 2 of the Cornell Research Facility, a mark will appear there. Investigating it allows Pascal to revive the humanoid using the Memory Core and repair materials. The materials required are two each of "Wingable Crystal," "Overgrowing Crystal," "Formless Crystal," "Congealing Crystal," "Created Crystal," and "Moistening Crystal."

▼ Place to create humanoids



MAP P313

T67 ☐ Twenty years ago

Occurrence period: No.166 After returning to the lord's manor / No.199 Before starting the battle against Fodrak Queen

Acquisition: None

When the "Lineage to the Future" chapter begins, a mark appears on the bookshelf in the office of Rant's lord manor. Inspecting it reveals a flower observation diary that Aston gave to Kelly, and from Frederick's narration an episode about Aston and Kelly's meeting over ten years ago is told.

There is no particular reward, but you can learn the interesting story of how the two got together, and you can also see younger versions of Aston, Kelly, and Frederick, so it's worth checking out.

T68

☐ Fun pool

Occurrence period
No.151 After clearing Lambda

Acquisition
Shelia's title "Sexy Heroine"

Discover the spa resort in shuttle mode on the world map (→P328), then talk to the woman to the left of the reception desk and use the pool to trigger this event. While waiting for Asbel, who is taking time to change, Malik suggests approaching women to improve one's luck.

You can see Sheria's figure. Be sure to see with your own eyes the outcome caused by Sheria's efforts. By the way, this event develops into Travel 69 "Swimsuit Theft" when you try to leave the spa resort.

T69

☐ Swimsuit Theft

Occurrence period
No.151 After clearing Lambda

Acquisition
Asbel's title "Best Percussionist" and others — see main text for

After triggering Travel 70, it occurs when you approach the ★ mark that appears at the exit of the spa resort. Someone steals the swimsuit you left in the changing room, and it is hidden somewhere in Strata. The hidden locations for each character are introduced below.

Some enemies may be carrying the swimsuit; in that case, the spawn locations and enemy data are summarized below. The battles themselves are very simple, and if you just fight normally without special preparations you can win easily.

▼ Hidden locations of each character's swimsuit

Asbel's swimsuit

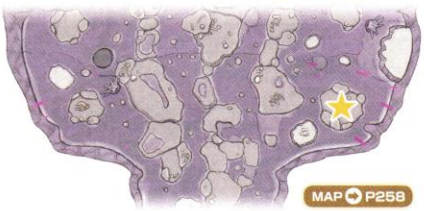
It is hidden in a jar lined up in front of a house in the square where Orleuil's item shop is located. There are three jars; examine the largest one. When you obtain the swimsuit, Asbel receives the title "Best Percussionist".

Hubert's swimsuit

Go inside the Lockgagan's body; a Fake Muron appears at the spot shown on the map below. If you can defeat it, the swimsuit will be obtained after the battle, and Hubert will receive the title "Double Glasses".

▼ Spawn locations of enemies carrying swimsuits

Inside Rock Gagan



MAP P258

Malik's Swimsuit

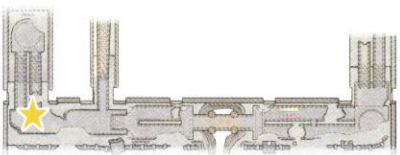
Enter Yuriberte from the east of the Stratad Great Desert, and a man wearing a swimsuit who was not there before will appear. Talk to him and he will give you the swimsuit for free, and Malik will earn the title "Lifesaver".

Sophy's Swimsuit

When you go to the Stratad Desert Ruins, a Torush Elemental will appear at the location shown on the map below. If you defeat it, you can obtain the swimsuit. When acquired, Sophy will earn the title "Cat Girl".

▼ Locations where enemies carrying swimsuits appear

Strata Desert Ruins



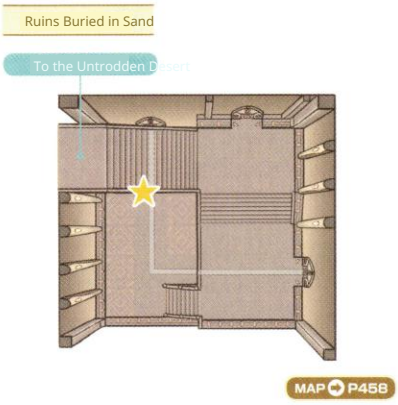
MAP P265

Shelia's Swimsuit

At Sable Izole's tool shop, inspect the right side of the merchandise shelf to find an item called "Lovely Item" for sale. If you purchase this for 100,000 Gald, you will obtain the swimsuit, and Shelia will earn the title "Angel of the Waterside".

Pascal's Swimsuit

When you go to the ruins buried in sand, a Bukāgia will appear at the location shown on the map on the right page. If you fight and defeat it, you will obtain a swimsuit, and Pascal will earn the title "Underwater Diver".



▼ Enemies Appearing

Torush Elemental P493
No.146 Lv 52 HP 6889
Species Spiritual Form Weakness

Fake Mulon P498
No.193 Lv 52 HP 12630
Species Mo Weakness

Bukāgia P497
No.188 Lv 52 HP 15500
Species Mechanical Form

T70

☐ Empty Offensive and Defensive Battle

Occurrence period
No.164 After restarting the game with clear data

Acquisition
"Orange Bonbon" and others, see this text for re

Occurs when you view Chat 368 "Summoned" at the save point on the lowest floor of Gardia Shaft. Triggered by a machine called Noparso that Fourier lent to Frederick, it leads to exploring the hidden dungeon Zoön Cage. After viewing the chat, examining the mark that appears in the garden of Lord Rant's mansion initiates a battle against Trozzigi and two Shlumpfhauts. Use Asbel's "Demon King Flame Wave" and Pascal's "Mail" and "Strom," etc.; concentrate attacks one by one on the latter enemies, which specialize in long-range beam attacks. Winning the battle allows access to Zoön Cage from the world map. Refer to the walkthrough starting on page 460 to aim to clear all 10 floors.

▼ Enemies Appearing

Trozzigi P493
No.150 Lv 60 HP 20483
Race Organic — Weakness

Shlumpfhaut P489
No.101 Lv 60 HP 11664
Species Machine Weakness

T71

☐ Minister of the Environment

Occurrence period
No.099 After arriving at Zavet

Acquisition
Malik's title "Minister of the Environment"

An event that occurs at Zavet's inn when you throw a total of 15 pieces of "trash" into the trash can next to the reception desk. The innkeeper, who saw you gathering and throwing away the trash, along with the residents of Zavet, appoint Malik as the Minister of the Environment.

The "trash" can be obtained from the field's glowing spots with a 10% chance, so try collecting them on the Fendel Plateau. The reward title "Minister of the Environment" is a title that can reduce the casting time of "Icicle Pain" and "Blazing Hearts".

T72

☐ Bartender Malik

Occurrence period
No.151 After clearing L

Acquisition
None

An event that occurs at the bar Tactics in Baronia when you talk to the master. Malik works as a bartender in place of the master who goes out to procure supplies. Malik, who serves a drink that perfectly matches the customer's mood, completely wins over a woman with a mature charm.

Judging from the master's demeanor when he returns, this does not seem to be something that happens only once or twice. The event offers a glimpse of Malik's mature breakup conversation at the shop.

T73

☐ A New Hope

Occurrence period
No. 182 From after it was decided to head to Fodora
No. 194 Until before starting the Fodra Queen battle

Acquisition
Asbel's title "A New Hope"

Occurs when you examine the ★ mark appearing in the lord of Rant's study. This event has Asbel—who has until now only thought about taking up the sword and fighting—brooding over what he can do for Rant now that it has become peaceful. After the conversation, the event ends. The Shamals, so watch it first.

You acquire Asbel's title "A New Hope" that allows him to learn the secret art "Dan". Note that Chat 309 "Hurry! To the Study!" which occurs around the same time as this travel will no longer be viewable after the Shamals.

T74

☐ Velma's childbirth

Occurrence period
No.182 From after deciding to head to Fodra
until before beginning No.194 Battle with the Fodra Queen

Acquisition
Sophie's title "Godparent"

Occurs when you talk to Sagan in Zavet House 2. The party, who came to celebrate Velma's marriage, will witness Velma's childbirth in this event. You will need to go fetch Velma's favorite chocolate, so be prepared.

It is good to have already obtained the Discovery "Chocolate Fountain" in Anmalchia Village. After the event ends, Sophie will acquire the title "Godparent," which allows her to learn Axel's secret art "Shadow Moment."

T75

☐ Hubert's marriage interview

Occurrence period
No.179 From after approaching the Presidential Palace
until before beginning No.194 Battle with the Fodra Queen

Acquisition
Hubert's title "Thousands of Followers"

Occurs when you speak to Oswell in the Ulivert Oswell Manor. Oswell wants to reenter politics and marry Hubert to the president's daughter, but Hubert wants to refuse the marriage proposal. Therefore, Malik and Richard propose a plausible reason for Hubert to decline.

Event for Hubert: after the conversation ends, you obtain the title "Thousands of Followers". Hubert's Axel secret art "L'Envers Raison" is learned with this title.

T76

☐ Sheria's Cold

Occurrence period
No.175 From after returning to Paronia
No.194 Until before starting the Fodla Queen battle

Acquisition
Cheria's title "Walking Together"

Occurs when you examine the mark that appears on the first floor of the inn in Grellside. Ashbel nurses Cheria, who caught a cold and developed a fever from being overworked with relief corps activities and unable to get proper rest. This event lets you glimpse Cheria's true feelings, which she normally does not voice.

Complete the event to obtain the title "Walking Together". Learning Axel's secret art "Trillion Drive" with this title makes Cheria's powerful Axel Mode even easier to use.

T77

☐ Name of the Flower of Memories

Occurrence period
No.175 From after returning to Paronia
No.194 Until before starting the Fodla Queen battle

Acquisition
Malik's Title "Memories of Youth"

Occurs when you examine the mark that appears inside the inn in Beranik. Ulyisia, a woman who is the spitting image of Roberia whom Malik once loved, appears before Malik as he reflects on the past and asks him to cooperate with a reform organization. After the conversation, move to Zavet.

Investigating the mark that appears in front of the inn reveals Yulicia attempting to assassinate President Eugen. After the event, Malik obtains the title "Memories of Youth," which allows Axel to learn the secret technique "Heaven-Shaking Sky-Splitting Light Whirlwind (abbrev.)."

T78

☐ Mecha Asbel (Modified)

Occurrence period
No. 189 From after you can go to Rasta Canaan
until before starting the No. 194 Fodlan Queen battle

Acquisition
Pascal's title "Pastel Pascal"

Investigate the mark that appears in Pascal's room in Anmalchia Village to trigger this. The Mecha Asbel, built in Telos Asty as a body for Lambda to inhabit, was harshly criticized for not resembling the real person. Therefore, to make it look more like Asbel, an event in which Pascal modifies Mecha Asbel. In this travel event you can also hear Pascal's precious singing voice. After the event you obtain the title "Pastel Pascal" and Axel can learn the secret technique "Dream Strikers."

T79
☐ The Two's Secret Base

Occurrence period
No. 182 From after it was decided to head to Fodora
No. 194 Until before starting the Fodra Queen battle

Acquisition
Richard's title
"Not-Evil Secret Society"

Investigate the mark that appears in front of the entrance to Baronia Castle to trigger this. While waiting for Asbel, who has business with Duke Dale, Richard guides Sophie to his secret base. After the event, Richard receives the title "Not-Evil Secret..."

Acquire the title "Association". This title allows you to learn Axel's secret art "Scarlet Phoenix Absolute Flame "Strike" and, as an equipment effect, increases the duration of the "Hourglass" effect by 1.5 times. It is useful when facing powerful enemies, so achieve it as soon as a trave

T80
☐ Poisson Appears

Occurrence period
No.177 After Sophie and Pascal join the party
Until just before starting the No.194 Fodla Queen battle

Acquisition
None

When you speak to the arena island reception, you are told that the lift to climb Riot Peak has broken and they are looking for someone to repair it. If Pascal is in the party at that time, an event to repair the lift will occur, and thereafter you can challenge Riot Peak in the "Lineage Toward the Future" chapter. The earliest timing allows repair immediately after scenario No.177, but be careful: triggering the events of scenario No.178 will cause the three female members to leave the party. If you miss this period, you cannot challenge Riot Peak until scenario No.182. The Riot Peak in the "Lineage Toward the Future" chapter features a renewed lineup of enemies. See page 442 and following for details.

According to Poisson, the robed guardians have staged a strike, and they seem to be acting as their proxies.

T81
☐ Tortoise Cart Blockade

Occurrence period
No.166 From the start of the "Lineage Toward the Future" chapter
Until just before starting the No.194 Fodla Queen battle

Acquisition
None

Speak to either the head tortoise-person at the very back of the Tortoise-Person Headquarters or the small tortoise-person to trigger it. You will hear that the feed for the tortoises that pull the tortoise carts has skyrocketed, making the cart service unusable, and you will be asked to find local specialties from Windol, Strata, and Fendel as substitute feed

The required items are one "Apple", one "Banana", and one "Peach". If you visit the Tortoise-Person Headquarters while holding all three, you can save on travel time.

T82
☐ Kamenin's childbirth

Occurrence period
No.182 From after deciding to head to Fodra
until before beginning No.194 Battle with the Fodra Queen

Acquisition
None

When investigating around Shuttle Mode coordinates X: -367, Y: 159, you can discover this event by talking to the kame-nin located beyond the spa resort door. It triggers when you speak to the kame-nin that is in labor. Witness the birth of the laboring kame-nin and confront the mysteries of the kame-nin ecology in this event.

This event is a continuation of Travel 74 and will not occur until that has been resolved, so take care to complete it first. After the kame-nin gives birth, the baby kame-nin left on the beach can be examined, but nothing happens from doing so.

T83
☐ Victoria on Diplomatic Mission

Occurrence period
No. 182 From after it was decided to head to Fodora
No. 194 Until before starting the Fodra Queen battle

Acquisition
30,000 gald

This occurs when you speak to Victoria in the Seible-Isole Research Facility basement. After mishandling a machine in the Repository of Wisdom, the basement was transformed into an overheated, sauna-like state; to resolve the abnormal heat, Malik and Victoria struggle in swimsuits.

Malik's swimsuit is the same as the "Lifesaver" title, but Victoria's swimsuit appearance can only be seen in this travel event or on the Arena Isle. Solving the issue also yields 30,000 gald, so visit Seible-Isole as soon as the event appears.

Events not registered in Travel

In this game, besides events that register in Travel, there are many small events where talking to people in towns grants items. Sheria's titles "A Little Meddlesome," "Somewhat Meddlesome," and "Very Meddlesome" are based on the number of events completed.

Titles are acquired as you go, and some of these small events are counted toward the number completed. Items obtainable by these events are covered in the main walkthrough, so nothing is given here; instead, this section introduces relatively larger hidden episodes you can view.

Childhood — Sightseeing Baronia with Siblings 1

In Scenario No.017, after meeting up with Richard in front of the Great Viridianstone of Baronia, and before encountering Aston in front of the inn in Scenario No.019, this occurs when you examine a sword displayed on the weapon shop shelf. You can see Asbel panic when he accidentally says Richard's name.

Richard likes the name "Tiger Festival" that Sophie came up with, and they decide to go on a Baronia sightseeing trip under that name.

Youth — Asbel's Lingering Regrets

In Scenario No.033, after writing his resignation from the knight academy in his room on the second floor of the Lord Lant residence, and before diving into the water in the seaside cave in Scenario No.037, this occurs when you rest on the bed in the room on the second floor of the Lord Lant residence. You get a glimpse of Asbel's lingering regrets about his dream of becoming a knight

Asbel aimed to become a knight because he wanted the power to protect others, but his dream of becoming a knight is shattered, and he is

Childhood — Siblings' Baronia Sightseeing 2

In Scenario No.017, after meeting Richard in front of the Great Emerald Stone of Baronia and before encountering Aston in front of the inn in Scenario No.019, this event occurs while moving up to the knights' academy. It depicts that Richard and Malik, who later becomes Asbel's instructor, have been acquaintances for a long time.

Youth — Richard's Ring

After reuniting with Sheria in Scenario No. 026 and deciding to return to Rant, this event occurs if you talk to the soldier on the left at the main gate of Baronia Castle during the period between Scenario No. 027 and boarding the scheduled ship to Rant at the ferry terminal. As in their childhood seven years ago, they try to summon the prince with the "Richard's Ring" and directly request the knights to mobilize, but Asbel and the others are completely ignored by the guards and turned away.

Adolescence — Sisterly Bond

This event triggers if you stay at the inn (vending machine) in Telos Astu after arriving in Scenario No. 138 and before beginning Sophie's treatment on Basement Floor 4 of the Cornell Research Facility in Scenario No. 141. The event depicts Fluerie's feelings—jealous of Pascal's talent yet hoping for her sister's safety—and the misaligned emotions between Pascal, who never forgets her gratitude to the sister who looked after her since childhood, and Fluerie.

Although Fluerie recognizes her sister in her heart, she cannot be frank. Pascal's departure to Fodra hints at a turning point.

Inn Requests

In inns visited by adventurers and travelers, townspeople bring various requests. Resolve these requests to earn items and Gald as rewards, and gain SP needed to learn artes and skills.

Receive rewards by completing requests

If you speak to the inn receptionist, you can check which requests the residents have issued at that time. In lands without an inn, talk to the maid next to the save point on the first floor of the lord's manor. All requests ask you to bring some kind of item, and turning in the specified item at the inn completes the request. When you hand in the requested item, you receive a reward item, gald, and SP at the same time, so if there is a skill you want to learn, change your title beforehand.

From the next page onward, the details and rewards of all requests issued in each town are introduced. In every town's inn, three types of requests are available initially; when you complete at least one of them, a new request will appear after some play time has passed. Clear whatever you can to trigger new requests. Note that some requests are special and only appear when certain timing or event conditions are met.

When you complete all requests in every town, a battle occurs as an event. Check Travel 55 "The Gentleman" (→P407).

+ How to read the data +

Requested item (× required quantity)	Occurrence	SP	Reward	Primary ways to obtain commissioned items
Banashia Bottle ×2	Normal 1	150	Paralysis Check ×1	Purchased at Rant's tool shop
Simple Bone ×2	Normal 2	320	Banashia Bottle ×2	Obtained from the light point on the North Land Road
Apple Pie ×1	Normal 3	510	1020 gald	Dualize "Pie Sheet" and "Apple"
Nikawa (Animal Glue) ×1	Normal 4	720	Sweet Ribbon ×1	Dualize "Ordinary Bone" and "Fur"
Rokish 1 ×	②	③	1904 rued	Dualize "Pie Sheet 5 Eggs"
Dark Bottle ×3	Normal 6	1200	Sage ×1	Purchased at Orleuil's tool shop
Pudding ×1	Normal 7	1470	2940 gald	Dualize "Milk" and "Egg"
Rusty Nail ×1	Normal 8	1760	Magic Card No. 63	Dropped by Forest Goblins
Music Box ×1	Normal 9	2070	4140 gald	Purchase "Broken Gear" and
Pretty Ribbon ×1	Normal 10	2400	Puzzle ×1	"Rusty Nail" at the Duelize/Diualize? Rant's armory
Feather Patch ×1	Usually 11	3120	6240 Gald	Purchase "Neck Ornament" and "Balloon Cloth" at the Duelize/Diualize?

① Requested Item
Name of the item requested by the client and the required quantity

② Occurrence
Conditions for the request to appear. Items marked as "Normal" are added each time they are completed, in order of ascending number. Items marked as "Special" are only added if the appearance conditions written below the table are met.

③ SP Gained
The amount of SP you gain when you complete the request

④ Reward
Rewards received upon completing a request

⑤ Main acquisition methods for requested items
How to obtain items that are specified as requested items. If an item is produced by dualizing requiring a specific property, the combination shown assumes that the weapon or armor used as the material has that property in its initial state.

▼ Requests that occur in the Rant

Requested item (× required quantity)	Occurrence	獲得SP	Reward	Primary ways to obtain commissioned items
Banashia Bottle ×2	Normal 1	150	Paralysis Check ×1	Purchased at Rant's tool shop
Simple Bone ×2	Normal 2	320	Panacea Bottle ×2	Obtained from the light point on the North Rant Road
Apple Pie ×1	Normal 3	510	1020 Gald	Dualize "Pie Dough" and "Apple"
Nikawa ×1	Normal 4	720	Sweet Ribbon ×1	Dualize "Just a Bone" and "Fur"
Quish ×1	Normal 5	950	1900 Gald	Dualize "Pie Dough" and "Egg"
Dark Bottle ×3	Normal 6	1200	Sage ×1	Purchased at Orleur's Tool Shop
Pudding ×1	Normal 7	1470	2940 gald	Dualize "Milk" and "Egg"
Rusty Nail × 1	Normal 8	1760	Magic Card No. 63	Dropped by Forest Goblins
Music Box ×1	Normal 9	2070	4140 Gald	Dualize "Broken Gear" and "Rusty Nail"
Pretty Ribbon ×1	Normal 10	2400	Puzzle ×1	Purchased at Rant's Armory
Feather Patch × 1	Normal 11	3120	6240 Gald	Purchase "Neck Ornament" and "Balloon Cloth" at the Duelize/Diualize?
Fame Face × 1 (Attribute: Elegant)	Normal 12	3920	7,840 Gald	After creating via dualizing "Steel Saber" and "Dark Creeping Crystal," change its attribute by dualizing a fragment with attribute "Elegant" with s
Strange Lump × 1	Usually 13	4800	Sayo Saemon ×1	Dualize "Clay" and "Soft Stone"
Moon Anklet ×1	Usually 14	5760	11520 Gald	Reward for the quest from the Village of Anmarthia
Drop Pearl ×5	Common 15	6800	Rare Plate ×1	Enemies encountered randomly drop this
Double Burger ×1	Common 16	7920	Red Sage ×1	Dualize "Hamburger" and "Cheeseburger"
Picked Flower ×1	Special 1	1760	Iron Wrist	Obtained from T14 "Offering Flowers" (→P396)
Nameless Letter ×1	Special 2	2400	4,800 Gald	Obtained from T15 "Anonymous Letter" (→P396)
Handkerchief of Memories ×1	Special 3	3120	6,240 gald	Obtained from T16 "Frederick's Lost Item" (→P396)
Ship Model ×1	Special 4	3920	7,840 gald	Obtained from T17 "Husband's Keepsake" (→P396)
Prism Rain ×1 (Nature: Dangerous)	Special 5	13200	26,400 gald	After creating via dualize with "Rare Knife" and "Light-Glinting Crystal", dualize (change) the nature using a fragment other than "Refeed Piece" that has the nature "Wild", "Stimulating", or "Innovative" to change t

Conditions for the occurren: Special 1: After returning from Baronia to Rant. Special 2: After returning from the Flower Field to Rant while Sophie is in the party. Special 3: After triggering T16 "Frederick's Lost Item". Special 4: After clearing No. 152 Lambda. Special 5: After completing all other requests that occur in Rant

▼ Requests that occur in Baronia

Requested item (× required quantity)	Occurrence	SP Gained	Reward	Primary ways to obtain commissioned items
Worn Teeth ×2	Normal 1	150	Poison Check ×1	Purchased at Rant's tool shop
Grilled Chicken Rice Bowl ×1	Normal 2	320	Bronze Fastener ×1	Dualize "Rice" and "Chicken"
Bronze Holder ×1	Normal 3	510	Apple Gummy ×3	Purchased at Baronia's armor shop
Katsu-don ×1	Normal 4	720	Life Bottle ×2	Dualize "Rice" and "Pork"
釣竿×1	Normal 5	950	Steel Knife ×1	Dualize "Wood Chip" and "Chipped Claw"
Beef Bowl ×1	Normal 6	1200	2400 gald	Dualize "Rice" and "Beef"
Holy Bottle ×3	Normal 7	1470	Dark Bottle ×3	Purchased at Rant's tool shop
Hair Ornament ×1	Normal 8	1760	Magic Card No.65	Dualize "Feather" and "Worn Tooth"
Natural Perfume ×1	Normal 9	2070	4140 Gald	Purchased at Baronia's armor shop
Poison Fruit ×1	Normal 10	2400	4,800 Gald	Dualize "Nameless Fruit" and "Poison Needle"
Battle Sword ×1 (Attribute: Stiff)	Normal 11	3120	Energy Bottle EX ×1	Change the attribute of the "Battle Sword" purchased at Belanic's armor shop by dualizing it with a fragment whose attribute is "Old-fashioned" (not
Sweet Ribbon ×1	Normal 12	3920	7,840 Gald	Rant's Commission Reward
Gigant Hammer ×1 (Nature: Heavy)	Usually 13	4800	9,600 guldos	After creating it by dualizing a "Mithril Staff" with an "Formless Crystal," dualize it with a shard of the attribute "Weighty" to change its attribute.
Carbon Rod ×1	Usually 14	5760	11520 Gald	Dualize a "Strange Gear" with "Rare Metal"
Clear Core ×3	Common 15	6800	13,600 gald	Obtainable from the light points on the Untamed Snow Path.
Fine Cloth ×1	Normal 16	7920	Onimaru Kunitsuna ×1	Dualize a "Finest Fur" with a "Dragon Scale."
Knight Order Document ×1	Special 1	1760	Iron Sword ×1	Obtained in T18 "Commission to Victoria" (→P396)
Windol Military History ×1	Special 2	2400	4,800 Gald	Obtained in T19 "Malik's Teacher" (→P397)
Windle Medal ×1	Special 3	3120	6,240 Gald	Obtained in T20 "After the Pierce" (→P397)
Tuning Fork ×1	Special 4	3920	Yakitori Rice Bowl ×1	Obtained from "Shelia's Piano" (→P397)
Byobiyomelan ×1 (Attribute: Wonderful)	Special 5	13200	26,400 gald	After creating it by dualizing "Platinum Edge" with "Rotendeur Rail," dualize it with a shard that is the attribute "Mysterious" or "Innovative" (other

Conditions for the occurren: Special 1: No.025 After meeting Malik at the tavern Special 2: No.060 After the audience with Richard, after Malik has joined the party Special 3: No.084 After clearing the Strata Desert ruins, when Sophie is in the party Special 4: No.152 After clearing Lambda Special 5: After completing all other requests that occur in Baronia

▼ Requests that occur in Grellside

Required items (× quantity need	Occu	SP gained	Reward	Primary ways to obtain commissioned items
Shell white pigment ×1	Normal 1	150	Burnin Check ×1	"Shell" and "Stone" dualize
Liqueur bottle ×3	Normal 2	320	Cute Anklet x1	Purchased at Orreilleu's tool shop
Carbonara ×1	Normal 3	510	Liqueur Bottle ×3	"PaSta" and "Egg" dualize
Straight-grain Wood × 1	Normal 4	720	1440 Gald	Obtained from the light point in the Fendel borderlands
Parchment ×1	Normal 5	950	1900 Gald	"Fine Fur" and "Nameless Fruit" dualize
Life Bottle ×2	Normal 6	1200	Saffron ×1	Purchased at Lant's tool shop
Vongole ×1	Normal 7	1470	2940 Gald	"Pasta" and "Clam" dualize
Pretty Anklet ×1	Normal 8	1760	Magic Karte No. 66	Purchased at Rant's Armory
Dangerous Liquid ×1	Normal 9	2070	4140 Gald	Obtained from the northern light point of the Strata Great Desert
0 Katana × 1 (Attribute: beautiful)	Normal 10	2400	4,800 Gald	After creating from "Iron Sword" and "Moist Crystal" by dualizing, change its property by dualizing with a shard whose property is "beautiful" that is not
Horn × 1	Normal 11	3120	Mastery C ×1	"Tattered Tooth" and "Plain Bone" dualize
Knights Armor × 1 (Attribute: hard)	Normal 12	3920	7,840 Gald	After creating from "Leather Plate" and "Scale-forming Crystal" by dualizing, change its property by dualizing with a shard whose property is "hard" th
Tuna × 2	Usually 13	4800	9,600 guldos	A favored customer item of Orreilleu the turtle-person
Godslayer Sword ×1	Usually 14	5760	11,520 gald	"Strange Gear" and "Decayed Sword" dualize
Prince plush	Common 15	6800	Red Saffron x1	"Stuffed Toy" and "Strange Lump" dualize
Taikoubou's Fishing Rod × 1	Common 16	7920	15,840 gald	"Dualize 'Sacred Wood's Golden Branch' and 'Damascus Steel'"
Carrot ×5	Special 1	1760	3520 Gald	Collected from the Discovery "Carrot" on the Grel Old Road
Green Glimmerstone ×1	Special 2	2400	4800 Gald	Obtained from T22 "Bandit Extermination" (→P397)
Proof of Anomaly ×1	Special 3	3120	Rothendeur Rail ×1	Obtained from T23 "Anomaly at Wallbridge" (→P398)
Trade Application Form ×1	Special 4	3920	7,840 Gald	Obtained from T24 "Kamenin Chief" (→P398)
0 Iseberg ×1 (Nature: Soulful)	Special 5	13200	26,400 gald	After creating via dualize of "Rare Sword" and "Silent Crystal", change its nature by dualizing with a "Gentlemanly" shard (not using "Exceed Piece").

Conditions for the occurren	Special 1: After arriving at No.048 Grellside, when Sophie is in the party Special 2: After arriving at No.048 Grellside Special 3: After triggering T23 "Wallbridge Incident" Special 4: After clearing No.152 Lambda Cocoon Special 5: After completing all other requests that occur in Grellside

▼ Requests that occur in Or-Reilu

Requested item (× required quantity	Occurrence	SP Gained	Reward	Primary ways to obtain commissioned items
Hamburger ×2	Norm	170	Slow Check ×1	Dualize "Onion" and "Minced Meat"
Pretty Scarf ×1	Normal 2	350	700 gald	Purchase at Sable Izole's weapon shop
Hard Scale ×1	Normal 3	560	Peach Gummy ×2	Obtained from the light point in the Fendel Mountain Tunnel
Collar ornament x 1	Normal 4	790	Beauty muffler × 1	Dualize "Hard Scale" and "Whirlpool Shell"
Energy Bottle C x1	Normal 5	1050	Runeware ×1	A preferred-customer item from Telos Aetus
Hamburger ×1	Normal 6	1320	Steel Fastener × 1	Dualize "Hamburger" and "Bread"
Steel holder ×1	Normal 7	1620	3,240 guld	Purchased at the Grellside Armory
Broken Blade ×2	Normal 8	1940	3380 Gald	Obtained from the light point on the Fendel Plateau
Necklace ×1	Normal 9	2280	Magic Karuta No. 67	Dualize "Pointed Claw" and "Hard Scale"
Shark Bottle ×1	Normal 10	2640	5280 gald	Patron item of the village of Anmaltia
Smelly Bag ×1	Usually 11	3430	6860 gald	Dualize "Glowing Fruit" and "Corrosive Medicine"
Mysterious Key ×1	Normal 12	4310	Mastery EX x 1	Dualize "Common Metal" and "Progress Chart of All Things"
Pure Gold Glasses ×1	Normal 13	5280	10560 gald	Reward for Zavéto's request
Ice Coffin x 1 (Nature: Stimulating)	Normal 14	6340	12680 gald	After creating it by dualizing "Battle Sword" and "Ice-Eroding Crystal," change its attribute by dualizing with a shard that has an attribute other than "Freeze Piece" and that is one of "Prickly," "Chilly," or "Rigid."
Hand of Glory ×1	Normal 15	7480	14960 Gald	"Dualize 'Amazing Bone' and 'Emperor's Claw'"
Progression Chart of All Things ×1	Normal 16	8710	17,420 Gald	"Dualize" the "Seed of Secrets" and the "Golden Bough of the Sacred Tree"
Rare Beast Picture Book ×1	Special 1	1,940	Rune Edge ×1	Obtainable in T25 "Beast Encyclopedia" (→P398)
Trade Permit ×1	Special 2	2,640	5280 Gald	Obtainable in T26 "Secret Proposal" (→P399)
Sunk Cargo ×1	Special 3	3430	6,860 Gald	Obtainable in T27 "Asbel's Hobby" (P399)
Abandoned Load ×1	Special 4	4310	8,620 Gald	Obtainable in T28 "The Free Her" (P399)
Autumn Bladefish ×1 (Nature: Intimidating)	Special 5	14520	Scholar Glasses × 1	After creating by dualizing "Platinum Blade" and "Hikarimono", change its attribute by s")

Conditions for the occurren	Special 1: After arriving at No.071 Or-Reilleu Special 2: After clearing No.084 Strata Desert Ruins Special 3: After returning from Zavet with Sophie, who caused the incident Special 4: After clearing No.152 Lambda Special 5: After completing all other requests that occur in Grellside

▼ Requests that occur in Seible Izole

Required items (× quantity needed)	Occurrence	獲得SP	Reward	Primary ways to obtain commissioned items
Flower Anklet ×1	Normal 1	170	Stone Check ×1	Purchased at the Grellside Armory
Nameless Fruit ×3	Normal 2	350	Blood Ribbon ×1	Obtained from the light spot in the Stratified Rock Desert
0 Curry ×1	Normal 3	560	1120 Gald	Dualize the "Spice Set" and the "Vegetable Set"
Oil-eye File ×1	Normal 4	790	Rune List ×1	"Dualize" the "Dangerous Liquid" and the "Broken Blade"
0 Whirlpool Shell ×1	Normal 5	1050	2100 gald	Obtainable from the eastern light point of the Strata Great Desert
Pork curry ×1	Normal 6	1320	Petal anklet ×1	"Dualize" the "Curry" and the "Pork"
0 Red Ribbon ×1	Normal 7	1620	3,240 guld	Purchased at the Grellside Armory
Spirit Mask ×1	Normal 8	1940	3,880 gald	"Dualize" the "Straight-grained Wood" and the "Clean Feather"
Chicken curry ×1	Normal 9	2280	4560 gald	"Dualize" the "Curry" and the "Chicken"
Fruit Knife ×1 (Nature: Ominous)	Normal 10	2640	5280 gald	After creating by dualizing "Steel Knife" and "Overgrown Crystal", dualize with a fra S") to change the property
0 Frying Pan ×1	Usually 11	3430	Magic Card No. 68	Dualize "Common Metal" and "Fire Cloth"
Suspicious powder ×1	Normal 12	4310	8620 Gald	Dualize "Animal Glue" and "Shell White"
Strange Gear ×2	Usually 13	5280	10,560 Gald	Obtained from light points on the untamed snowy path
Soft Stone ×1	Usually 14	6340	12,680 gald	Dualize "Dangerous Liquid" and "Earth-Spirit Vessel"
Illusionist ×1 (Attribute: Wonderful)	Common 15	7480	14,960 gald	After creating with the dualization of "Mithril Edge" and "Possessed Crystal", chang ce)
Apron Dress (Property Heartful) x1	Common 16	8710	Hourglass ×1	After creating with the dualization of "Mithril Cloak" and "Mighty Crystal", change t ce)
Azure Sapphirine ×1	Special 1	1940	Runecroak ×1	T29 Obtainable from "Secrets of the Magical Research City" (→P400)
Investigation Report ×1	Special 2	2640	Omurice ×1	T30 Obtainable from "Mysterious Power" (→P400)
Photograph of Memories ×1	Special 3	3430	6860 gald	T31 Obtained from "Photographs of Memories" (→P400)
Evidence of Another World ×1	Special 4	4310	8620 Gald	T32 Obtained from "Lambda's Remains" (→P400)
Valkyrin ×1 (Nature: Dandy)	Special 5	14520	29,040 Gald	After creating by dualizing "Mithril Sword" and "Kubinagāi", dualize with a fragment whose attribute is "Stimulating" (excluding "Revenge Piece

Conditions for the occurren Special 1: After reaching No.073 Sable Isolé Special 2: After triggering T30 "Mysterious Power" Special 3: After returning from Zavēt with Sofi who underwent the anomaly at No.123 Special 4: After clearing the Lambda Cocoon at No.123 Special 5: After completing all other requests that occur at Sable Isolé

▼ Request that occurs in Yuriberute

Required items (× quantity needed)	Occurrence	SP gained	Reward	Primary ways to obtain commissioned items
Titanium Holder ×1	Normal 1	170	Ice Candy ×5	Purchased at Orleyu's Armory
0 White Wine ×2	Normal 2	350	Whisper of the Red Rose x1	Yuriberte's Preferred Customer Item
Flappable Crystal ×1	Normal 3	560	1120 Gald	Dualize "Clean Feather" and "Torn Page"
Cheese ×3	Normal 4	790	Verbena ×1	Seyble Izore's Preferred Customer Item
Ein Boomerang x1 (High-quality by nature)	Normal 5	1050	Rune Plate ×1	After creating via dualizing "Rune Edge" and "Wingable Crystal", change the property by dualizing with a fragment whose property is "Elegant" othe
Venomous Needle ×1	Normal 6	1320	2640 Gald	Obtained from the northern light point of the Strata Great Desert
Corrosive Potion ×1	Normal 7	1620	Magic Card No.83	Dualize "Venomous Needle" and "Dangerous Liquid"
Clean Feather ×1	Normal 8	1940	3,880 gald	Obtainable from the western light point of the Strata Great Desert
Mastery C ×1	Normal 9	2280	Grape Gummies ×3	Belanic's Preferred Customer Item
Red Perfume ×1	Normal 10	2640	Titanium Holder ×1	Purchased at the Grellside Armory
Imperial Egg ×1	Normal 11	3430	6860 Gald	Dualize "Clear Core" and "Strange Gear"
Two highest-grade furs ×2	Normal 12	4310	8620 Gald	Obtainable from the light point of the Uncharted Desert
Imperial Family Crest ×1	Usually 13	5280	10560 Gald	Dualize "Rare Metal" and "Imperial Egg"
Miso Oden ×1	Usually 14	6340	Naginata with burning cord ×1	Dualize "Oden" and "Miso"
Ester plush toy ×1	Common 15	7480	Red Verbena x1	Dualize "ぬいぐるみ" and "Imperial Family Crest"
Box of the Code (Law) ×1	Normal 16	8710	17,420 gald	Dualize "Earthen Spirit Vessel" and "Aquatic Spirit Shell"
Tempering tool ×1	Special 1	1,940	Rune Knife ×1	Obtained from T34 "Her Polishing Tool" (→P401)
Keepsake Locket ×1	Special 2	2,640	5280 gald	Obtained from T33 "Miss Sofi" (→P401)
Hand-drawn map ×1	Special 3	3430	6860 gald	Obtained from T35 "Secret Operation" (→P401)
Statue of the Azure Sea ×1	Special 4	4310	8620 Gald	Obtained from a treasure chest in Oswell Treasury
Voltecker ×1 (Nature: Gorgeous)	Special 5	14520	29,040 Gald	After creating with "Rare Blade" and "Raging Crystal", change the trait by dualizing manly", "Stimulating", or "Innovative" on anything other than "Risebeast"

Conditions for the occurren Special1: After T34 "Her Polishing Tool" occurs. Special2: After T33 "Miss Sofi" occurs. Special3: After No. 125 Prepare to return to Special4: After clearing No. 152 Lambda Cocoon. Special5: After completing all other requests that occur in Yuriberte.

▼ Quests that occur on the Arena Island

Required items (× quantity needed)	Occurrence	獲得SP	Reward	Primary ways to obtain commissioned items
☐ Pointed Tooth ×3	Normal 1	170	Freeze Check ×1	Obtainable from the light spot west of the Strata Great Desert
☐ Beef Braised in Red Wine ×2	Normal 2	350	700 Gald	Dualize "Beef" and "Red Wine"
☐ Overgrown Crystal ×1	Normal 3	560	Hot-Blooded Scarf ×1	Dualize "Nameless Fruit" and "Torn Page"
☐ Red Scarf ×1	Normal 4	790	Battle Sword ×1	Purchase at Kamenin Shop
☐ Quill Pen ×1	Normal 5	1050	2,100 Gald	Dualize "Clean Feather" and "Pointed Tooth"
○ Upper Stone Material ×2	Normal 6	1320	Plain Glasses ×1	Obtainable from the light spot in the Fendel Borderlands
☐ Grape Compote ×1	Normal 7	1620	3,240 guld	"Dualize" "white wine" and "grapes"
☐ Simple Frame x1	Normal 8	1940	3880 Gald	Purchased at Yuriberute's Armory
☐ Grape Gummy x3	Normal 9	2280	Battle Staff x1	Purchased at Beranik's Tool Shop
☐ Garm Fang ×1 (Attribute: Chilly)	Normal 10	2640	5280 gald	After creating with the dualize of "Rune List" and "Stirring Crystal", change the nature by dualizing with a fragment whose nature is "Chilly" (excl
☐ Bone Key ×1	Normal 11	3430	Magic Karuta No.84	"Uzu-shio Shell" and "Decent Bone" dualize
☐ Mysterious Invitation x1	Normal 12	4310	8,620 Gald	Reward for the request from the village of Anmarchia
☐ Grated marbled steak ×1	Usually 13	5280	10,560 Gald	Dualize "Marbled Steak" and "Daikon"
☐ Puzzle ×1	Usually 14	6340	12,680 gald	Dualize "Gear" and "Core Fragment"
☐ Fate and Chance Dice ×1	Common 15	7480	14,960 gald	Dualize "Emperor's Claw" and "Sharp Fang"
☐ Rarest ×1 (Nature: Intimidating)	Common 16	8710	17,420 gald	After purchasing from a favored-customer item in the village of Anmarchia, change its attribute by dualizing it with a fragment of the "Chilling" attribu
☐ Medicine kit ×1	Special 1	1940	3,880 gald	T37 Obtained from "Whose Suggestion?" (→P402)
0 Requiem ×1	Special 2	2640	5280 gald	Obtained from T63 "Strange People" (→P415)
☐ Lost anklet ×1	Special 3	3430	6860 gald	Collect 40 cards and receive from the old man at Zavet Port
☐ Hero's card ×1	Special 4	4310	8620 Gald	Obtained from a treasure chest in the sand-buried ruins
☐ ○□○Loe ×1 (Nature: Gallant)	Special 5	14520	Weird Ribbon ×1	After creating it by dualizing "Battle Knife" and "Sumibi-Yaki", change its attribute by dualizing with a fragment of one of the attributes "Ominous", "Oppressively Hot", or "Stiff" (except for Stone Piece)

Conditions for the occurren: Special 1 No.088 After arriving at the Colosseum Isle, when Sophie is in the party Special 2 No.089 Fight Veyg in the normal rank of Riot Peak Special 3 No.089 Fight Veyg in the normal rank of Riot Peak Special 4 No.089 Fight Veyg in the normal rank of Riot Peak Special 5 After completing all other requests that occur on the Colosseum Isle

▼ Requests occurring in Beranik

Requested item (× required quantity)	Occurrence	SP Gained	Reward	Primary ways to obtain commissioned items
☐ Rice ×12	Normal 1	180	Savory ×1	Purchased at Rant's tool shop
☐ Fur ×4	Normal 2	380	760 gold	Obtained from the light spot on the North Baronia Road
☐ Wild vegetable set ×3	Normal 3	610	1,220 gald	Special customer item from Kamenin Shop
☐ Lantern ×1	Normal 4	860	Black Cloak x1	Dualize "Lantern" and "Upper Stone Material"
☐ Bread ×12	Normal 5	1140	2280 Gald	Special customer item from Baronia
☐ Flaming Crystal ×1	Normal 6	1440	Eyeglasses (fashion) ×1	Dualize "Flame" and "Torn Page"
☐ Pasta ×12	Normal 7	1760	Shark Bottle ×1	Special customer item from Grellside
☐ High-quality fur ×3	Normal 8	2110	4220 Gald	Obtained from the light spot in the Stratified Rock Desert
☐ Seafood Set ×5	Normal 9	2480	Magic Card No. 85	Special customer item from Kamenin Shop
☐ Flamberge ×1 (Nature: Mysterious)	Normal 10	2880	5,760 gald	After creating by dualizing "Steel Sword" and "Blazing Crystal", change the nature by dualizing with a fragment whose nature is "Ominous"
☐ Elixir ×1	Usually 11	3740	7,480 gald	Patron item of the village of Anmaltia
○ Mikan Scarf ×1	Normal 12	4700	9,400 gald	Reward for the quest from the Village of Anmarthia
☐ Plush toy ×1	Usually 13	5760	Red Savory ×1	Dualize "Windflower Seeds" and "Balloon Cloth"
☐ Almesera Chronicle ×1	Usually 14	6910	13,820 gald	Dualize "Kaiga's Script" and "Quill"
☐ ? Alcohol ×1	Common 15	8160	16,320 guld	Dualize "Nameless Fruit" and "Deadly Needle"
○ Cocktail Dress ×1 (Attribute: Gentlemanly)	Common 16	9500	19,000 guld	After creating with the dualization of "White Cloak" and "Overgrown Crystal", the attril Change the attribute by dualizing with a fragment of either "Stifling" or "Formal"
☐ Spoon ×1	Special 1	2110	Battle List ×1	Obtained from the Bellanic Treasure Chest
☐ Shovel ×1	Special 2	2880	Elixir ×1	Obtained from T39 "Receive a Shovel" (→P402)
○ Drill ×1	Special 3	3740	Old Divide ×1	Picked up in the village of Anmaltia
☐ Princess Story Masterpiece Selection ×5	Special 4	4700	9400 Gald	Obtained from T60 "Theatrical Performance" (→P414)
☐ Looper Uber ×1 (Nature: Heartful)	Special 5	15840	Fluffy Scarf ×1	After creating via Dualize with "Platinum Staff" and "Boom Synein", change nature by Dualizing with a fragment of nature "Mysterious" (except "F

Conditions for the occurren: Special 1 No. 092 After arriving in Beranic; Special 2 No. 126 After returning to Rant via the border fort from Fendel; Special 3: No. 152 After clearing the Lambda Cocoon; Special 4: No. 152 After clearing the Lambda Cocoon; Special 5: After completing all other requests that occur in Beranic

▼ Requests occurring in Zavet

Required items (× quantity needed)	Occurrence	獲得SP	Reward	Primary ways to obtain commissioned items
Red wine ×3	Normal 1	180	Week check ×1	Yuriberte's favored customer items
Expensive-looking Desk ×1	Normal 2	380	760 gold	"Upper stone material" and "straight-grain wood" dualize
Crab ×3	Normal 3	610	1,220 gald	Zavet's favored customer items
Salmon en croûte ×1	Normal 4	860	Platinum Plate ×1	Dualize "Pie Sheet" and "Salmon"
Silver frame ×1	Normal 5	1140	2280 gald	Purchased at Kamenin Shop
Bracelet ×1	Normal 6	1440	Magic Card No.86	Dualize "Pointed Tooth" and "Pointed Claw"
Tie ×2	Normal 7	1760	3520 gald	Zavet's Preferred Customer Item
Possessed Crystal ×1	Normal 8	2110	Pure Gold Glasses ×1	Dualize "Core Fragment" and "Torn Page"
Fried Cod Curry ×1	Normal 9	2480	4960 gald	Dualize "Tara" and "Spice Set"
Beast Fang ×1 (Nature: Prickly)	Normal 10	2880	5,760 gald	After creating via dualize of "Runeblade" and "Possessed Crystal", change the property by dualizing a shard with the "prickly" property (other than "R
Damascus Steel ×1	Normal 11	3740	Arcana Bottle ×1	Dualize "Rotten Sword" and "Dangerous Liquid"
Secret Fruit ×2	Normal 12	4700	9,400 gald	Dropped by Eldra-Trent
Knight's Spring ×1	Usually 13	5760	11520 Gald	Dualize "Flame" and "Icicle"
Balloon Cloth ×1	Usually 14	6910	13,820 gald	Dualize "Balloon Flower Fluff" and "Corrosive Medicine"
Grilled Fin Miso ×1	Common 15	8160	Energy Bottle C ×1	Dualize "Tara" and "Miso"
Light-blue Dangerous Liquid	Common 16	9500	Fuma Shuriken ×1	Dualize "Poisonous Seaweed" and "Chanterelle"
Weapon Material ×1	Special 1	2110	Platinum Edge ×1	Obtained from T41 "Mimic Beast" (→P403)
Rock Gagan Hair ×1	Special 2	2880	5,760 gald	Obtained from T42 "Rockgagan Researcher" (→P403)
Strata Ratchet ×1	Special 3	3740	Banana Buy ×1	Obtained from T43 "Smuggling" (→P404)
Spy Evidence ×1	Special 4	4700	9400 guilder	Obtained from T44 "Pascal and the Spy" (→P404)
Supernova 3rd ×1 (Nature: Mysterious)	Special 5	15840	31,680 Gald	After creating with the dualize of "Rare Edge" and "Blazing Crystal", dualize with the "Ominous" attribute fragment to change the attribute

Conditions for the occurren: Special 1 No. 099 After arriving at Zavet Special 2: After triggering T42 "Rock Gagan Researcher" Special 3 No. 120 After fighting Richard on the lonely island at the center of the world Special 4 No.152 After clearing the Lambda Cocoon Special 5 After completing all other requests that occur in Zavet

▼ Requests that occur in Anmarchia's Wind

Required items (× quantity needed)	Occurrence	獲得SP	Reward	Primary ways to obtain commissioned items
0 Gunpowder ×1	Normal 1	190	Seal Check ×1	Dualize "Mysterious Liquid" and "Core Dust"
Decent Bone ×3	Normal 2	400	Chamomile ×1	Dropped by Bear Salderd
0 Stew ×1	Normal 3	640	1280 Gald	Dualize "Vegetable Set" and "Milk"
Poison ×1	Normal 4	900	Mikan Scarf ×1	Dualize "Poison Needle" and "Mysterious Liquid"
Moon Anklet ×1	Normal 5	1190	Invitation of Mystery ×1	Purchased at the Tortoise Shop on the Arena Island
Beef Stew ×1	Normal 6	1500	3000 Gald	Dualize "Stew" and "Beef"
Earrings ×1	Normal 7	1840	Moon Anklet ×1	Dualize "Chipped Claw" and "Scale"
Core Shard ×2	Normal 8	2200	4,400 Gald	Dropped by Bat Ghost
0 Seafood Stew ×1	Normal 9	2590	Magic Card No. 87	Dualize "Stew" and "Seafood Set"
Frenzy Rod ×1 (Nature: Wild)	Normal 10	3000	Platinum Glasses ×1	After creating with the dualize of "Rune Staff" and "Dark Creeping Crystal", the pro "Transform properties by dualizing with the 'i' shard"
Rotten Sword ×10	Normal 11	3900	7,800 Gald	Obtained from the light points in District 13
Rainbow Lens ×1	Normal 12	4900	9,800 gald	Dualize "Aburami File" and "Field Eye"
Tenchi Ore ×1	Usually 13	6000	Red Chamomile ×1	Dualize "Hihiirokane" and "Damascus Steel"
Black Ring ×1	Usually 14	7200	14400 gald	Dualize "Dragon Scale" and "Instant-Death Needle"
White Ring ×1	Common 15	8500	17000 gald	Dualize "Sharp Tooth" and "Amazing Bone"
Midi Blouse ×1 (Property: Antique)	Common 16	9900	Jindai's Bronze Statue ×1	After creating with the dualize of "Misty Cloak" and "Shapeless Crystal", dualize with a fragment whose attribute is one of "beautiful", "rough", or "rugged" (excluding "Resist Piece") to change the attribute
Emperor's Claw ×3	Special 1	2200	Platinum Plaid ×1	Obtained from the light point on Mount Zavēt
Experimental Sample ×1	Special 2	3000	Grimoire of Holy Water	Obtained in T45 "A Certain Memory" (→P404)
Gauss's Seal ×1	Special 3	3900	7,800 Gald	T46 Obtained in "Squad" (→P404)
Kaatz's Pendant ×1	Special 4	4900	9,800 gald	T47 Obtained in "Roberia's Tomb" (→P405)
Dream Flange ×1 (Attribute: Dangerous)	Special 5	16500	33,000 Gald	After creating with the dualize of "Rare Staff" and "High-Ranking Crystal", change the attribute by dualizing the fragment with the "Intimidating" attr

Conditions for the occurren: Special 1: No. 101 After arriving at the village of Anmaltia; Special 2: No. 102 After listening to the chief's story, talk to the young man who appears near the village entrance Special 3: No. 121 After letting Sophie rest at the inn; Special 4: No. 151 After clearing Lambda; Special 5: After completing all other requests that occur in the village of Anmaltia

▼ Requests that occur in Telos Astyu

Required items (× quantity needed)	Occurrence	SP Gained	Reward	Primary ways to obtain commissioned items
☐ Gear ×3	Normal 1	200	Car Check ×1	Obtained from the light point on the Fendel Plateau
○ Gelatin ×1	Normal 2	420	840 Gald	Dualize "Quite a Bone" and "Fine Fur"
☐ Eggs ×12	Normal 3	660	1,320 Gald	Sable Izore's regular customer item
☐ Chocolate pudding ×1	Normal 4	940	1880 Gald	Dualize "Pudding" and "Chocolate"
☐ Ring ×1	Normal 5	1240	2480 Gald	Dualize "Scale" and "Shell"
☐ Glass Sphere ×1	Normal 6	1560	3120 gald	Regular customer item of Nekonin Village
☐ Fallen Jewel ×1	Normal 7	1910	Rosemary ×1	Enemies encountered randomly drop this
☐ Green Scarf ×1	Normal 8	2290	Magic Carta No. 88	Vending machine in Telos Astyu (purchasable at the weapon shop)
☐ Hourglass ×1	Normal 9	2690	5,380 Gald	Patron item of the village of Anmaltia
☐ Strateim Corner ×1	Normal 10	3120	6240 Gald	Dropped by Strateim
☐ Heavenly Garb ×1 (Nature: Wonderful)	Normal 11	4060	8120 gald	After creating via Dualize with "Rare Cloak" and "Winged Crystal," change its nature by s)
☐ Ribbon of Crimson Blood ×1	Normal 12	5100	Mithril Knife ×1	Reward for Sable Izore's request
☐ Spice Set ×3	Usually 13	6240	12,480 gald	Special customer item from Kamenin Shop
☐ Something Like a Mask ×1	Usually 14	7490	Red Rosemary ×1	Dualize "Bone Key" and "Spirit Mask"
○ Tyrannical Crystal ×1	Common 15	8840	Danzō's Gauntlets ×1	Dualize "Hihiirokane" and "Flame"
☐ Cantarella ×1	Common 16	10300	20,600 gald	Dualize "Instant Death Needle" and "Secret Fruit"
☐ Micro Parts ×1	Special 1	2290	4,580 gald	Obtainable in T48 "A Very, Very Long Time" (→P405)
☐ Drive Unit ×1	Special 2	3120	6240 Gald	Obtainable in T49 "Hubert's Thoughts" (→P405)
☐ Broken Brooch ×1	Special 3	4060	Kanitam ×1	Obtainable in T50 "Trigger" (→P406)
☐ Recorder ×1	Special 4	5100	10,200 gald	Obtainable in T51 "He and She" (→P406)
☐ Shine Finger ×1 (Nature: Wonderful)	Special 5	17160	34320 Gald	After creating with the dualize of "Realist" and "Tyrannical Crystal", change the attribute by dualizing with a shard whose attribute is "Mysterious"

Conditions for the occurren Special 1 No.138 After arriving at Telos Astyu; Special 2 No.138 After arriving at Telos Astyu; Special 3 No.138 After arriving at Telos Astyu; Special 4 No.152 After clearing Lambda; Special 5: After completing all other requests that occur in Telos Astyu

▼ Requests that occur in Neko-nin Village

Requested items (× required quantity)	Occurrence	SP Gained	Reward	Primary ways to obtain commissioned items
☐ Shining Fruit ×1	Normal 1	230	Magic Card No.89	Dualize "Core Dust" and "Nameless Fruit"
☐ Sharp Claw ×1	Normal 2	480	960 Gald	Obtained from the light point in the Fendel Mountain Tunnel
☐ Tanned Leather ×1	Normal 3	770	Lavender ×1	Dualize "Fur" and "Wood Chip"
☐ Peach compote ×1	Normal 4	1080	2160 gald	Dualize "White Wine" and "Peach"
Romiso ×2	Normal 5	1430	2860 gald	Telos Astu VIP Customer Item
☐ Goggles ×1	Normal 6	1800	Rareware ×1	Vending machine in Telos Astyu (purchasable at the weapon shop)
0 Knife ×1	Normal 7	2210	4420 gald	"Dualize" the "Broken Blade" and the "Gear"
☐ Frying Pan ×1	Normal 8	2640	Magic Karuta No.90x1	"Dualize" the "Rusty Nail" and the "Feather"
0 Stone Clock ×1	Normal 9	3110	6220 Gald	"Dualize" the "Stone" and the "Broken Gear"
☐ Seafood Curry ×1	Normal 10	3600	Red Lavender ×1	"Dualize" the "Curry" and the "Seafood Set"
☐ Paronia Blade ×1 (Nature: Cool)	Normal 11	4680	9360 gald	Change the property by dualizing the "Paronia Blade" purchased at Baronia's armory with a "cool" attribute fragment other than the "Holy Piece"
☐ Beautiful Feather ×3	Normal 12	5880	11760 gald	Obtained from the light point on the Road to the Frozen Sea
☐ Mountain Stream Rod ×1	Normal 13	7200	14400 gald	Dualize "Straight-grained Wood" and "Fishing Rod"
☐ Fallen Soul Orb ×50	Normal 14	30000	Nekonin outfit ×1	Enemies encountered randomly drop this
☐ Icarus Wing ×1	Normal 15	10200	20400 gald	Dualize "Beautiful Feather" and "Finest Fur"
☐ Expensive-looking Crown ×1	Common 16	8880	Rare Sword ×1	Dualize "Expensive-looking Crown" and "Heaven-and-Earth Ore"
☐ Cleared Proof ×1	Special 1	2640	5280 gald	Obtainable from T62 "Shot Cube" (→P415)
☐ Water-silk Fabric x1	Special 2	3600	7,200 gald	Obtainable from treasure chest in Strata Desert Ruins
☐ Pearl Thread x1	Special 3	4680	9,360 gald	Obtainable from treasure chest in Baronia Castle
☐ Shark Fin x1	Special 4	5880	11,760 gald	Picked up at the Spa Resort
☐ Nekolette ×1 (Nature: Wild)	Special 5	19800	Mithril Anklet ×1	After creating with the dualize of "Battle List" and "Karitacnaal", dualize with a shard whose property is "prickly" or "sultry" (except for "Burn Piece") to

Conditions for the occurren Special 1 No. 152 After clearing Lambda; Special 2 No. 152 After clearing Lambda; Special 3: No. 151 After clearing the Lambda Cocoon
Special 4 No. 152 After clearing Lambda Fungus; Special 5: After completing all other requests that occur in Telos Astyu

Shop Regulars' Items

When you buy or sell items at the shop or pay the dualize fee, you will receive stamps according to the amount of money spent. Collect stamp cards to obtain items that only preferred customers can purchase.

What are preferred-customer items

Once you start using shops in your youth, stamps will be added to your card according to the transaction amount. When you collect 10 stamps to fill one card, the items put on sale at the shop are the preferred-customer items. The Gald you spend is counted separately for each town excluding Kamenin, and every time a card is filled, the items introduced below are put on sale starting from the top of the list. The transaction Gald shown in the table is the amount required to receive one stamp, and the price rises each time a card is completed. Also, items shown in red indicate they can only be purchased once.

When the transaction guilder first reaches the amount required to receive a stamp, the shopkeeper gives you a "stamp card case" to ho

Local Regular Customer Items

▼ Rant

Added Products	Price	Transaction Gilders
Rice	50	500
Umeboshi (pickled plum)	104	1000
Sage	4500	2000
Lettuce	60	4000
Battle Knife (Nature: Bold)	4700	8000
Magic Card No.41	765	16000
Red Sage	9000	32000
Rare Knife (Nature: Ominous)	20630	64000
Gathering Grimoire	3000	128000
Slow Knife (Nature: Nanari-ness)	530	1000000

▼ Baronia

Added Products	Price	Transaction Gilders
Bread	48	1000
Beef	180	2000
Tomato	88	4000
Pie Sheet	122	8000
Battle Plate (Nature: Bold)	5265	16000
Sage	4500	32000
Rare Plate (Nature: Ominous)	23990	64000
Magic Carta No. 42	765	128000
Red Sage	9000	256000
Leather Plate (Nature: Kaius-ness)	560	1000000

▼ Grellside

Added Products	Price	Transaction Gilders
Pasta	44	150
Asari	48	300
Shrimp	120	600
Battlesword (Nature: Bold)	6005	1200
Magic Carta No.43	765	2400
Saffron	4500	4800
Rare Staff (Nature: Ominous)	27820	9600
Ikura	192	19200
Red Saffron	9000	38400
Steel Staff (Nature : Eugene)	2430	1000000

▼ Orreille

Added Products	Price	Transaction Gilders
Nori (seaweed)	42	2000
Onion	72	4000
Bork	136	8000
Battlestaff (Nature : Bold)	6345	16000
Tuna	750	32000
Magic Card No.44	765	64000
Rare Wear (Nature: Ominous)	27410	128000
Verbena	4500	256000
Red Verbena	9000	512000
Iron Wear (Nature : Luke)	1200	1000000

Sable Isoleru

Added Products	Price	Transaction
Cheese	216	2500
Egg	34	5000
Chicken	108	10000
Battle Edge (Nature: Bold)	5380	20000
Battle Wear (Nature: Bold)	6015	40000
Verbena	4500	80000
Rare Cloak (Nature: Ominous)	21060	160000
Red Verbena	9000	320000
Magic Carta No.45	765	640000
Cloak (Nature: Natalia-like)	490	1000000

Yuriberute

Added Products	Price	Transaction
Verbena	4500	3000
Pie Sheet	122	6000
Battle Wrist (Nature: Bold)	5040	12000
Black Cloak (Nature: Stubborn)	4620	24000
Red Wine	1980	48000
White Wine	2046	96000
Rare Blade (Nature: Ominous)	24860	192000
Magic Carta No.46	765	384000
Red Verbena	9000	768000
Rune Blade (property：Genius-like)	3990	1000000

Beranikku

Added Products	Price	Transaction
Mastery C	1000	3500
Savory	4500	7000
Energy Bottle C	3000	14000
Mastery EX	7500	28000
Magic Carta No.47	765	56000
Energy Bottle EX	10000	112000
Red Savory	9000	224000
Mastery G	30000	448000
Energy Bottle G	30000	896000
Dragon's Blood	14400	1000000

The Covenant

Added Products	Price	Transaction
Salmon	132	400
Cod	154	80000
Crab	220	16000
Eel	288	32000
Thai	438	64000
Rare Edge (Nature: Ominous)	23590	128000
Savory	4500	256000
Red Savory	9000	512000
Magic Carta No. 48	765	1024000
Steel Edge (property：Woodrow)	2060	1000000

- Village of Anmalcia

Added Products	Price	Transaction
Magic Card No.49	765	4500
Shark Bottle	1000	9000
Arcana Bottle	1000	18000
Chamomile	4500	36000
Elixir	5000	72000
Realist (Nature: Ominous)	22120	144000
All Divide	7000	288000
Red Chamomile	9000	576000
Hourglass	9000	1152000
Ironist (Nature: Kongman-like)	1050	1000000

Shuttle, Telos Astyu District 66, Machine Ruins

Added Products	Price	Transaction
Tofu	584	5000
Energy Bottle C	3000	10000
Rosemary	4500	20000
Magic Carta No. 50	765	40000
Nattō	1600	80000
Energy Bottle EX	10000	160000
Miso	3800	320000
Red Rosemary	9000	640000
Energy Bottle G	30000	1280000
Ground Dark	14400	1000000

Nekonin Village

Added Products	Price	Transaction
Trash	1	5500
Lavender	4500	11000
Glass Sphere	10	22000
Falling Soul Orb	100	44000
Ice candy	60	88000
Elixir	10000	176000
Red Lavender	9000	352000
All Divide	7000	704000
Hourglass	9000	1408000
Pure Bright	14400	1000000

Kamenin Shop

Added Products	Price	Transaction
Minced Meat	158	6000
The Swiftfoot Grimoire	3000	12000
Eggplant	96	24000
Special Beef	432	48000
Vegetable Set	568	96000
Rare Sword (Nature: Ominous)	26350	192000
Spice Set	632	384000
Seafood Set	1022	768000
Instant Strike Grimoire	10000	1536000
Longsword (Nature: Gai-sa)	680	1000000

Riot Peak

On the Colosseum Isle, you can test your skills at the arena known as Riot Peak. Challenge powerful fighters gathered from around the world, and earn rewards such as items and titles that can only be obtained here.

Challenge the trials of Riot Peak

After rescuing the spy in Scenario No. 087, you can challenge the arena by paying the entry fee at Riot Peak's reception. The event requires you to select one party member and fight enemies that appear on each floor of a 30-story tower in succession. Even if your party is wiped out along the way, it is not game over; you receive rewards such as items and titles based on how many floors you cleared, so feel free to give it a try. If you conquer all 30 floors and reach the rooftop, an event battle against the Cloaked Guardian awaits.

In the arena, you engage in consecutive battles against enemies that appear on each floor. Battles are conducted in units of five floors, s

Two classes

Normal Class

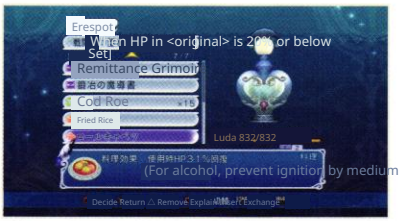
Only the Normal Class can be attempted from the start; a single chosen character fights through all 30 floors. Consumable items you carry are temporarily confiscated, so during battles you can only use the "Grape Gum" and "Cure Bottle" supplied at the reception (three of each), and the "Hourglass." The entry fees are as shown on the right. If you have ever reached a floor, you may start from the floor immediately above any multiple of five that you have reached before. If you reach the rooftop, you will face the black-cloaked guardian Veig in a four-person party battle. At that time, the menu screen will briefly appear so you can prepare.

▼Entry Fee List

Starting Floor	Entry Fee
1st floor	100 Gald
5th floor	2000 Gald
10th floor	4,000 gald
15th floor	8,000 gald
20th floor	16,000 gald
25th floor	32,000 gald
31st floor	64,000 gald

Master's Class

The Masters Class becomes available to challenge after defeating Veig in the Normal Class. The part where the selected character fights alone is the same as in the Normal Class, but in this class the character is switched every time you clear five floors, so every member must participate in battle at least once. The entry fee is 1000 Gald, and you always start from the first floor. No items are supplied, so HP recovery must be done by spells or equipment effects. On the rooftop, the lead character and Veig face each other in a one-on-one battle from the menu screen.



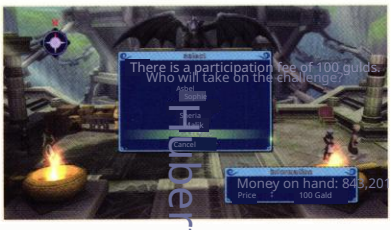
In the arena, effects that automatically revive a fallen combatant do not activate. Set dishes that prevent status ailments in the elespot

Rewards that change depending on the number of cleared floors

If you win on a floor that is a multiple of 5, which serves as the battle unit in the arena, or if you win an event battle that occurs on the rooftop, you will receive rewards corresponding to the number of floors cleared and the class you challenged. The specific rewards are shown in the table on the right. The rewards for the first clear include rare items and titles that can only be obtained here. From the second time onward, the items you receive change as shown in the table at the bottom right, but those can be obtained any number of times.

▼ First-clear rewards

Cleared floor	Normal Class	Masters Class
5th floor	Battle Sword	Battle Holder
10th floor	Mastery EX	Energy Bottle G
15th floor	Elixir	All Divide
20th floor	Hand-drawn Map	Today I am Gentle
25階	Energy Bottle EX	Mastery G
Floor 30	Pitch-black Coveralls	Pitch-black Suit
Rooftop	Proof of the Strong	Proof of the Conqueror



▼ Clear rewards from the second time onward

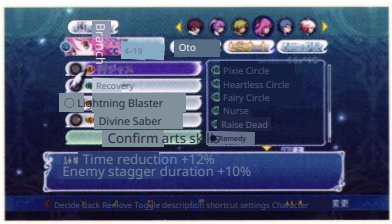
Cleared floor	Shared between both classes
5th floor	Neck ornament
10th floor	Arcana Bottle
15th floor	Puzzle
20th floor	Energy Bottle C
25th floor	Expensive-looking desk
Floor 30	Mastery C
Rooftop	Frying pan

From the second time onward, prizes are shared between both classes. If you're aiming for prizes, it's more economical to start from the first floor in the lower-difficulty Normal class with a cheaper entry fee.

Enemies appearing on each floor

Floors 1–30

There is no difference in the types or numbers of enemies that appear between Normal Class and Masters Class. Basically, the enemies on floor 1 are the weakest, and as the floor number increases, the enemies gradually become stronger. In Normal Class, you just need to avoid choosing characters who are unsuitable for solo combat, but in Masters Class you should use Sheria, Pascal, and Malik — who struggle when surrounded — during the early stages when enemies are weak. For the late stages when enemies become stronger, get through them with close-combat specialists Asbel, Sophie, and Hubert.



Attacks using magic inevitably leave the caster defenseless while chanting. Sheria, Bascal, and Malik should mainly fight using spells with short

Rooftop

On the rooftop, an event battle against Vaig, the arena's guardian, will occur. In Normal Class it is a four-person party, while in Masters Class it becomes a one-on-one challenge; however, after winning once, Normal Class will also switch to one-on-one battles like Masters Class. Moreover, if you fight Vaig and complete the inn quests "Requiem", "Lost Anklet", and "Hero's Staff" (→P427), the Masters Class battle will change into a special battle against three opponents: Vaig, Kohaku, and Riala.

The special battle that includes Kohaku and Riara can be attempted with four people. Rearrange the participating members on the menu scr

Floors 1-5

Enemy Strategy

If you enter as Asbel at around level 30, you can clear up to the 5th floor. The enemies appearing on these floors are all slow, and by using backsteps, sidesteps, and freerunning to avoid being surrounded, you can easily create one-on-one fighting situations. From there, either block the enemy's attacks or evade with steps and then counterattack to deal damage. The Granitotus that appears on the 2nd floor has high HP and takes time to defeat. Although there are many, it becomes easier if you deal with the easily defeated Chunchuns first. For the Wyverns on the 4th floor, likewise prioritize defeating the Boars for the same reason.

In Masters Class, it is recommended to field Shelia—who is weak in close combat—on these floors where enemies are weakest. To avoid taking damage, keep distance from enemies using steps and freerun, and finish them off one by one using the short-cast "Lilyjas." When fighting with A-techniques, an easy route is to chain into "Shinraisho," which attacks a wide forward fan-shaped area. From there, connect to "Frozen Rain," which reaches enemies no matter the distance, to deal additional damage.

▼ Enemies Appearing

1st floor	Forested Goblin ×5
2nd Floor	Chun Chun ×6 Granite Otas
3rd Floor	Prisa-Bote ×3
4th Floor	Boar ×6 Wyvern
5th floor	Forrest Goblin Solo

The wyvern's breath attack can cause the burn status effect. As a precaution, use a "Liqueur Bottle" to prevent it.

The final solo on the 5th floor moves by dashing, so "Ririjas" is hard to hit. If fighting with Cheria, use A-technique.

▼ Enemy Data

Forest Goplin — No. 194 — Mo
- Rusty Nail (24%)
- —
- Pork (24%)

Chun Chun — No. 127 — Crow
- Feather (24%)
- —
- Egg (24%)

Granite Otas — No. 068 — Reptile
- Hard Scale (24%)
- Whirlpool Shell (12%)
- Shrimp (18%)

Pre-Sabotage — No. 208 — Plant
- Gummi Fruit (24%)
- —
- Unnamed Fruit (18%)

Boa — No. 230 — State
- Pork (24%)
- Fur (12%)
- —

Wyvern — No. 303 — Electric Tribe
- Hard Scale (24%)
- —
- Pork (18%)

Soro — No. 110 — Human
- Drop Chicken (24%)
- Drop Rice (12%)
- Puzzle (6%)

Floors 6–10

Enemy Strategy

On Normal class, Asbel around level 35 can clear this. In the early stages, avoid being surrounded by stepping while defeating enemies one by one. On floor 8, a party appears with Gatito, who attacks from a distance with a gun, and three Knight Eagles that aggressively close in. It's difficult to dodge bullets while fighting Knight Eagles, so even if you take some damage, deal with Gatito first. Use "Grape Gum" to recover HP on floor 9, where slow-moving, short-range attackers Plateau Goblin and Goblin Karori appear. Both the Harpy and Rinche on floor 10 use flying-projectile attacks. Try to evade their attacks with a side step and counterattack.

▼ Enemies Appearing

6th Floor	Lizard ×7
7th Floor	Moose Scorpion ×4
8th Floor	Knight Eagle ×5 Gatito
9th Floor	Plateau Goblin ×4 Goblin Karori
10th floor	Harpy ×2 Rinche

For Masters class, bring Malik and fight using red defense or evasion into A-techniques as the basic approach. Chain A-techniques into "Sankai" to achieve high power and to knock down attacked foes. Arts attacks are effective only against slow enemies. Keep distance from enemies with steps so your casting isn't interrupted, and use short-cast spells like "Rock Lance," "Cool Threat," and "Photon Blaze."

On floor 8, the Knight Eagle will circle around to position itself behind Gatito. When they come close, hit them together with "Shououshin" (Imperial Shock).

The "common medicine" that can be stolen from Linche is one of the ion sequests. Steal it using a technique like Asbel's "Stealth Kick" that can

▼ Enemy Data

Lizard No.282 Reptile Scales (24%) Hard scales (12%) —	Moose Scorpion No.258 Insect Venomous Needle (24%) Needle (12%) Onion (18%)	Knight Eagle No.152 Bird Drop Chicken (24%) Clean Feather (12%) Feather (21%)	Gatito No.052 Human Peach (24%) Pie Crust (12%) Oil File (6%)
Plateau Goblin No.204 Spirit Broken Blade (24%) Gummy Fruit (12%) Peach (15%)	Goblin Karori No.082 Mo Broken Blade (24%) Peach (12%) Liqueur Bottle (15%)	Harvey No.158 Mo Clean Feather (24%) Gummi Fruit (12%) Feathers (15%)	Rinche No.295 Hum Se Egg (24%) Cheese (12%) Over-the-counter medicine (6%)

11th to 15th floors

Enemy Strategy

Recommended level for fielding Asbel in the Normal class is around 40. In this tier, strategy focuses on dealing with the high-HP Bear Saldard and handling Eliso, who can inflict heavy damage if allowed to unleash Gatling Gun volleys. The Bear Saldards that appear on floors 12 and 14 favor attacks that use their long arms, such as left-right hooks and grabbing followed by biting. Because they are hard to evade with lateral steps, avoid attacks by backstepping and then counterattacking. Note that on floor 14 they appear alongside other enemies. Since Bear Saldards take a long time to defeat, leave them for later and clear out the other low-HP enemies first. The Eliso that appears on floor 15 fires a Gatling Gun when at a distance; use front steps to stay constantly close to the enemy.

▼ Enemies Appearing

11th floor	Razor Bee ×7
12th floor	Bear Saldard Stag Beetle ×5
13th floor	Chure-nē Tank Mono
14th floor	Nail Spider ×2 Bear Saldado Razor Bee ×2 Stag Beetle ×2
15th floor	Primaangkaia ×3 Chure-nē Tank Erisso

Enter Pascal into the Masterclass. When attacking from a long distance using magic, prioritize shorter casting times over raw power and actively use "Wind Needle." When attacking with Technique A, cover the short range of "Ruten" with "Reinforce," then chain into "Star Scatter," "Stardust Breaker," and similar moves.

Elisso's gatling gun bullets can be knocked aside with a front step. Continuously step and dive into the opponent's close range.

Before Pascal attacks with his A skill, he should use "Trinity Bit". It serves as insurance if an enemy manages to approach during the combo.

▼ Enemy Data

Razor Bee — No.299 — Insect
- Poison Needle (24%)
- Gummy Fruit (12%)
- Apple (24%)

Bear Saldard — No.222 — Beast
- Sturdy Bone (24%)
- Fine Fur (12%)
- Salmon (12%)

Stag Beetle — No.104 — Insect
- Drop: Gumi Fruit (24%)
- Chipped Claw (12%)
- Apple (24%)

Chure-nē Tank — No.126 — Machine
- Gear (24%)
- Strange Gear (12%)
- —

Mono — No.267 — Human
- Banana (24%)
- Falling Chocolate (12%)
- Lantern (6%)

Nail Spider — No.157 — Insect
- Chipped Claw (24%)
- Needle (12%)
- —

Primankagia — No.212 — Machine
- Gear (24%)
- —
- —

Erisso — No.040 — Human
- Minced Meat (24%)
- Tomb Pasta (12%)
- Spirit Mask (6%)

Floors 16–20

Enemy Strategy

Recommended level when entering Asbel in Normal Class is around 45. On these floors, many enemies such as Fu Elemental and Dusk Shade have weaknesses to spirit attacks. Therefore, use "Evil Spirit Slash" as the main means of attack — it is strong in scattered fights because it attacks while moving and can exploit the spirit weakness. The Fu Elemental that appears on Floor 17 approaches while launching fireballs. Because enemies supporting each other can be troublesome, use steps and free run to dodge the fireballs and lure enemies to gather so you can create an opportunity to attack them all at once. On Floor 20, Ossos appear simultaneously with six wolves. To be able to focus on fighting the Osso, eliminate the low-HP wolves first.

The recommended character to enter in Masters Class is Hubert. From A-tech "Shingetsu" and B-techs like "Flare Shot" or "Scarlet", finish by chaining into "Rail Arlore" and then create distance after the attack so you can fight safely. Always pay attention to CC values, and after using a B-tech, remove the resulting openings with various steps or A-techs to make the strategy perfect.

▼ Enemies Appearing

16th floor	Marmant Ghost ×6
Floor 17	Fhu Elemental ×4 Dusk Shade ×4
Floor 18	Cave Raptor ×2 Havari Marmant Ghost ×2
Floor 19	Michieri Dragon
20 階	Wolf ×6 Osso

Havary may throw bombs that hit twice from a distance. Do not take your eyes off him even while fighting other enemies.

Hubert's "Rail Roar" includes a backward step at the start of the move and is excellent as the finishing attack in a combo.

▼ Enemy Data

Marmant Ghost — No.242 Psychic Entity
- Core Fragment (24%)
- Clear Core (12%)
- Cod (15%)

Foe Elemental — No.187 Spirit
- Upper Stone Material (24%)
- —
- Core Fragment (18%)

Duskshade — No.119 Spectral Entity
- Core Dust (24%)
- —
- Paste (24%)

Kevlaraptor — No.074 Reptile
- Chipped Claw (24%)
- Pointed claw (12%)
- Beef (21%)

Havari — No.166 Human
- Crab (24%)
- Drop Rice (12%)
- Bone Key (6%)

Michieri Dragon — No.256 Electric Tribe
- Hard Scale (24%)
- Dragon Scale (12%)
- Tuna (15%)

Wolf — No.031 Dedication
- Fall Fur (24%)
- Chicken (12%)
- —

Osso — No.048 Human
- Salmon (24%)
- Pie sheet (12%)
- Alcohol (6%)

Floors 21–25

Enemy Strategy

To clear the Normal class with Asbel, you need a level of about 50. The Sub-Field Weapon on floor 22 attacks in a sealed state, and the Illusioner on floor 25 can cause freezing and paralysis with its attacks, so prepare in advance by using a "Recur Bottle" to prevent this. On floor 23, Haguwar, which fires rifles from a distance, and Teegre, which aggressively initiates close combat, appear. Focus your attacks on the Haguwar, and when the Teegre chases you, deal grouped damage with moves like "Demon King's Flame Wave" or "Evil Spirit Flash". A powerful enemy Illusioner appears on floor 25. Dodge its attacks that drop blocks of ice or lightning strikes from above, and its attack that spits tea from its mouth by stepping, then counterattack when the enemy's armor is removed.

▼ Enemies Appearing

Floor 21	Rouge Slime ×9
Floor 22	Sub-Field Weapon ×4 Maritsa Golem
23階	Tigre Haguar
24th Floor	Petit Puri × 6 Trent
25th floor	Illusionist

For the Master's class, field Sophie. Rely mainly on A-techniques that transition from "Jinrei Slash," which can also help evade attacks via lateral movement, to the low-open-gap "Psychon Barrier Cut." If you aim for big damage, follow up from there with "Piercing Light" or the B-technique "Catastrophe." A convenient and easy-to-use combo is transitioning from the armor-enabled "Astral Belt" into "Scalar Gunner."

The attacks that drop blocks of ice or lightning can be avoided by side-stepping at the moment the Illusioner sticks its hand out of its hat.

The plates thrown by the Illusionist relentlessly home in on you, but they will not hit if you stay pressed directly beside the enemy's side. Stay

▼ Enemy Data

Rouge Slime — No.298 — Amorphous
- Dangerous liquid (24%)
- —
- —

Sapphire Weapon — No.090 — Inorganic
- Strange Gear (12%)
- —
- Gear (12%)

Maritza Golem — No.244 — Inorganic substance
- Falling Upper Stone (24%)
- 1->
- Gear (12%)

Tigre — No.128 — Human
- Beef (24%)
- Pain Red wine (12%)
- Necklace (6%)

Haguar — No.161 — Humans
- Fall Cabbage (24%)
- Chicken (12%)
- Kitchen knife (6%)

Puchi Puri (PuchiPuri) — No.200 — 5 Plants
- Nameless Fruit (24%)
- Rice (12%)
- Gummi Fruit (24%)

Trent — No. 149 — Plants
- Wood chips (24%)
- Quarter-sawn lumber (12%)
- Apple (21%)

Illusionist — No.015 — Unknown
- —
- —
- —

Floors 26–30

Enemy Strategy

On these floors where very powerful enemies appear, it is recommended to fight with Asbel in either Normal Class or Masters Class. You can clear it at around level 55. In the early battles on floors 26 and 27, dealing with the spells cast by Upīribatto and Mursiērāgo is important. If you stand still and fight, you are more likely to get hit by their spells, so focus on Asbel's movement-based attacks like "Evil Spirit Slash" and "Wind Fang Rending Bite." On floors 29 and 30, enemies appear all at once in large chaotic fights. Make full use of Asbel's trait that grants rigidity on draw to perform quick follow-ups: after drawing your weapon use the quick attack "Evil Spirit Slash" to stagger enemies, then immediately unleash the wide-area "Demon Lord Flame Wave." With this combo, even if you take some damage you can deal grouped damage to surrounding enemies without having your techniques interrupted. At the end of floor 30, Pantera and two Mursiērāgo appear together. Keep your target on the Mursiērāgo, which won't approach you, and use steps to avoid attacks while guiding the enemies so their positions overlap. That way you can hit both at once with "Evil Spirit Slash" or "Shock Emperor Tremor" followed by "Demon Lord Flame Wave."

▼ Enemies Appearing

26th floor	Ubī Ribatto ×6
	Murciélago
27th floor	Ubī Ribatto ×4
28th floor	Uragan Dragon ×2
29th floor	Panthera
	Fossil Lizard ×2
	Mandratan ×2
	Mondstar ×2
	Lancepeak ×2
30階	Panthera
	Fossil Lizard
	Mandratan ×2
	Murciélago
	Mond Star
	Lancepeak

On floor 29, it becomes a long battle where enemies from the next floor appear before you have defeated all enemies on that floor. Restore HP on floor 28.

Gunfire from the Murrcielago and the Uragandragon's breath cause burns and the Mondoster's punch causes slow. Prevent them with eq

▼ Enemy Data

Ubui Ribatto No.027 Crab
- Pointed Tooth (24%)
- —
- Cabbage (15%)

Mursiērāgo No.259 Human
- Onion (24%)
- Minced Meat (12%)
- Corrosive Medicine (6%)

Uragan Dragon No.028 Dragonkin
- Hard Scale (24%)
- —
- Vork (18%)

Panthera No.173 Human
- Grapes (24%)
- Drop White Wine (12%)
- Armlet (6%)

Fossil Lizard No.195 Reptile
- Hard Scale (24%)
- Scale (12%)
- Onion (18%)

Mandratan No.250 Plant
- Nameless Fruit (24%)
- Banana (12%)
- Gummy Fruit (18%)

Mond Star No.269 Tank
- Dangerous Liquid (24%)
- —
- —

Lancepeak No.278 Write
- Chicken (24%)
- Fine Fur (12%)
- Egg (15%)

Rooftop

Boss Strategy

VS Vecil

When you finally reach the rooftop, an event triggers and you will enter battle with Vecil. Before the fight, the menu screen opens briefly, so first adjust the party members who will take part in the battle. The recommended party centers on three members: Asbel, who excels at close combat; Sophie, a frontline type who can also revive incapacitated allies with "Raise Soul"; and Cheria, who assists allies with highly effective healing arts. Add either Pascal or Malik as the fourth member to serve as a ranged magic attacker. In battle, the basic strategy is for Asbel and Sophie to charge Vecil to draw his attacks, buying time for Pascal or Malik to cast powerful artes. Set Cheria to focus solely on healing rather than attacking. In tactics, set Cheria's attack and healing frequencies to "Do Not Attack" and "Thoroughly" respectively; change Pascal's or Malik's attack method and frequency to "Only B Arts" and "Full Assault"; and turn off all offensive artes for Pascal or Malik except the high-damage, burn-type artes that exploit Vecil's weakness—such as "Bladflamme" ("Bladflame"), "Blazing Hearts", and "Burn Strike".

▼ Boss Data

Vecil (A) P481

No.022 Lv 60 HP 192000

Race Human — Weakness

All of Vecil's techniques grant him a steel body while attacking. Launch your counterattack at the moment a technique ends and the st

Once the battle begins, Asbel should generally endure Vecil's attacks by guarding, then counterattack by combining moves that end with "Demon Lord Flame Wave," which strikes the enemy's weakness at the end of their attack animation. It is also fine to switch to offense when Sophie's attacks or Pascal's or Malik's artes stagger Vecil. If Vecil attempts to attack any ally other than you, promptly use Front Step to chase him. Getting close enough to be pressed up against Vecil will often cause him to retarget Asbel, so immediately brace with guard.

The "Celsius Caliber" used during Eres Break is a significant threat. Use "Hourglass" to waste his time limit and reduce the chance he can use

From the second encounter onward and in Master Class, the fight is one-on-one.

After defeating Veigue with a 4-person party, in the Normal Class and the rooftop battle in the Masters Class, you will fight Veigue with only the single character you selected. Here, it is relatively easy if you use Asbel, who excels at close combat and can recover HP using Unsheathing. Some of Veigue's attacks cause freezing, so prepare before the fight by using "Freeze Check" or armor with the Dislyze effect to prevent it. In battle, endure Veigue's attacks by guarding, then, near the end of the move when his Steel Body disappears, strike twice with "Demon King Flame Wave," and finish by unsheathing to recover HP — repeat this pattern to deal damage.

Erespot is a precious healing resource. Equip "Mabo Bonus" and "The Tome

When Eres Breaks occurs, run away. If — "Celsius Caliber" is unleashed, you likely won't survive it.

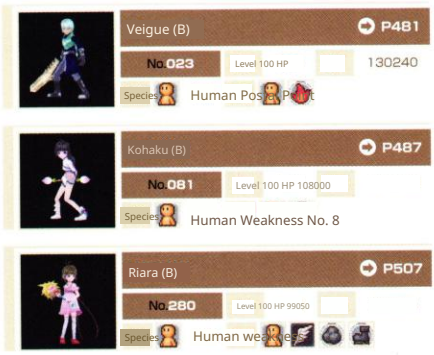
Rooftop Special Battle

Boss Strategy

VS Veigue, Kohaku, Riela

In the Special Battle, a powered-up Veigue fights alongside Kohaku and Riela, and your four allies must take on these three. The recommended party here is the same as when fighting Veigue alone, but to win you'll need an average character level of around 70. All enemies become more aggressive as their HP decreases, so target and eliminate them one at a time in the order of lowest maximum HP first: Riela, Kohaku, then Veigue, focusing attacks on a single target. During attacks, generally guard to withstand enemy strikes, then unsheathe and follow with techniques that exploit the enemy's weaknesses. For Riela, who has many weaknesses, use moves like "Shiden Metten Shou" and "Meizan Fuu" to inflict damage. For Kohaku, also combine "Ice-Breaking Blade. " For Veigue, "Demon King Flame Wave" is effective as in the single fight. If Malik is in the back row, it's recommended to spam "Vanish Flow," but you can change the spells used to match enemy weaknesses, such as "Lady's Ruption" or "Frigid Coffin."

▼ Post Data



Veigue's attacks cause freezing, and Kohaku's attacks cause burning. It's best to deal with both, but at minimum you should take precautions against burning.

When Eras is broken, switch control to Sophie and step away from the enemy so you can be ready for when an ally is incapacitated by a Secret Art.

From the second battle onward

If you defeat Veigue, Kohaku, and Reala in a four-person party, from the next time onward on the Masters Class rooftop you will face these three alone. This battle is extremely difficult; unless Asbel is raised to at least level 170 and equipped with gear strengthened as much as possible via Dualize, victory is unlikely. First, set "Mabo Bonus" and "Full Stomach Grimoire" on Elespot. In battle, as in the four-person party, you should target Reala, but also damage other enemies that actively approach. Ideally, sheathe from red defense to unleash two "Demonic Flame Wave" attacks, then immediately draw your blade to recover HP.

Recovering with a sheathed sword feels unreliable. Try to finish the fight betw

Avoid greatly reducing other enemies' HP first. Always use the Secret Art on Ria

Riot Peak ~Genealogy Toward the Future~

In the "Lineage for the Future" arc at Riot Peak, the enemies that appear and the items you can obtain have been altered from the m

Make use of newly learned elements such as Accel Mode and overcome the trials, where even stronger foes await.

Challenge even higher-difficulty trials

From Scenario No. 177 onward, when Pascal is in the party and you speak to the Coliseum reception, you will be able to challenge Riot Peak. The trials available in the "Lineage to the Future" chapter consist only of special battles that rotate combat members every five floors, and enemies stronger than those in the main story appear. Entry fees and the inability to use items are the same as in Masters Class. Unlike the main story, Richard can participate in the "Lineage to the Future" chapter, so it is advisable to have him take the place of Sheria, who is unsuitable for one-on-one fights.

In the "Lineage Toward the Future" chapter, Poisson lies in wait on the rooftop. He is a formidable enemy who can only be fought here, so yo

Clear rewards also revamped

The clear rewards that can be obtained each time you win through five tiers have also been revamped in the “Lineage Toward the Future” chapter. All of them are either sellable items or guld (gald), so by the time you can challenge Riot Peak they are hard to call valuable, but items such as the “Taikōbō’s Fishing Rod,” stuffed animals, and “a seemingly expensive crown” are also items requested at inns. If you haven’t completed these yet, it would be good to make use of them.

▼ Clear Rewards

Cleared floor	Obtained Item
5th floor	Stream Rod
10th floor	Carbon rod
15th floor	Taigong Wang's Fishing Rod
20th floor	plush toy
25th floor	Mysterious Mirror
Floor 30	Luxurious Crown
Rooftop	150,000 Gald ※

※From the second time onward: 50,000 Gald

Make use of Transformation Titles

If you are blocked by powerful enemies and cannot advance to the upper floors, use Transformation Titles. From scenario No. 183 onward, speak to the humanoid located on the left near the entrance to the Records Ward on the second floor of Telos Asty; by giving the required items you can obtain a title. All requested items must be created via Dualize, and the source items used as materials are dropped only by enemies that appear in the “Lineage to the Future” chapter. While progressing through the story, it’s a good idea to collect them. To acquire all titles for each party member, you need six of each item. Note that the “Golden Statue” can be obtained once from the core treasure chest of Fodla, so only five of that item need to be created.

It is possible to make everyone the same character. A title that is useful even d

▼ Items Required to Obtain Transformation Titles

Applicable Characters	Required Items	How to Create
Asbel	Jade Statue	Defiled Sword + Everlight
Sophie	Silver Sta	Phantom Beast Scale + Giant's Shield
Hubert	Azure Sea	Sharp Tooth + Sacred Tree
Cheria	Amber St	Enchanting Feather + Killing Needle
Malik	Abyssal S	Arcane Gear + Meteorite
Pascal	Vermilion	Fur of a Spring Night + Top-Secret Fruit
Richard	Golden St	Too amazing bone + Demon’s Claw

Floors 1–5

Enemy Strategy

The recommended character for this floor is Malik, who excels at long-range attacks. All enemies that appear are weak to A-techniques, so focusing on A-techniques will give you an advantage in battle. Note that if the control mode is set to semi-auto, the character will try to attack after closing in on enemies to some extent; in that case, it's better to switch to manual control.

An enemy to watch out for on floor 1 is the Sea Slime. Being hit by this enemy's attack can cause the Freeze status ailment, and if you are focused down while frozen your HP can be reduced early on. You should prepare in advance with measures like a "Freeze Check." Next, the problematic foe is Gildeptis, which appears on floor 3. This enemy has top-class attack power across all floors, and being hit repeatedly can easily lead to incapacitation. First target the slime-type enemies that appear together, and deal with them using wide-range attacks such as "Lacquer Mystery" or "Earthshattering" to clear them out. Once only Gildeptis remains, you can easily defeat it by repeatedly using A-techniques from long range.

Upon reaching floor 5, the Queen Slime appears. As with Gildeptis, first eliminate the surrounding slime-type enemies, then safely attack from a distance.

▼ Enemies Appearing

1st floor	Green Slime ×4 Rouge Slime ×2 Sea Slime ×1 Melance Slime ×1
2nd Floor	Roper ×6 Goop Carobber ×2
3rd Floor	Gildeptis ×1 Green Slime ×2 Rouge Slime ×2 Sea Slime ×2 Melance Slime ×1
4th Floor	Rover ×6 Goop Carobber ×2
5th floor	Queen Slime ×1 Green Slime ×2 Rouge Slime ×2 Sea-knee Slime ×2 Melance Slime ×1

Gildeptis moves slowly and has no ranged attacks, so if you keep your distance you will not be hit. Always keep moving with steps.

The Queen Slime spits out a fluid that causes poison and sometimes makes a large jump to quickly close the distance. Watch the enemy's mo

▼ Enemy Data

Green Slime — No. 070 Amorphous
- Mysterious Liquid (24%)
- –
- Shrimp (24%)

Rouge Slime — No. 298 Amorphous
- Dangerous liquid (24%)
- –
- –

Seanie Slime — No. 092 Amorphous
- Dangerous Liquid (24%)
- Drop: Dangerous Liquid (12%)
- Crab (12%)

Melance Slime — No. 264 Amorphous
- Dangerous Liquid (24%)
- –
- Tofu (9%)

Rover — No. 301 Amorphous
- Mysterious Liquid (24%)
- Dangerous Liquid (12%)
- Carrot (21%)

Gūbukarōbā — No. 065 Amorphous
- Dangerous liquid (24%)
- –
- Sea bream (15%)

Gildeptus — No. 063 Amorphous
- Damascus Steel (12%)
- –
- Grape Gummy (3%)

Queen Slime — No. – Amorphous
- –
- –
- –

Floors 6–10

Enemy Strategy

The recommended character here is Pascal. Many enemies attack using arts, so it's good to equip gems that raise arts defense. The four Igras Spiders that appear on floor 6 attack with arts like "Rock Lance" and "Nega Pleasure." Hold your guard, wait for the timing when enemies approach, and then attack with "Heat Red" to wipe them out. The Flam Beetles on floor 8 attack quickly and tend to interrupt your attacks from the front. Evade with side-step or back-step, then attack with an A-technique.

On floor 10, defeating the Pale Parasite causes seven Parasites to spawn. Like the Igras Spiders, these enemies use arts, but they do so more frequently; if you try to force a counterattack you may be unable to move and take damage. Therefore, first use steps to evade arts while grouping the enemies in one spot. When the enemies gather very close, activate Axel Mode and repeatedly use the weakness-exploiting "Heat Red" to defeat the initial four that appeared. For the three that appear afterward, if they are nearby use "Heat Red"; if they are farther away, defeat them with a long-range A-technique.

▼ Enemies Appearing

6th Floor	Villaby ×5 Iglash Spider ×4
7th Floor	Drevannon Spider ×2 Villaby ×3 Iglash Spider ×2 Duir Scorpion ×1
8th Floor	Flame Beetle ×1
9th Floor	Duir Scorpion ×4
10th floor	Pale Parasite ×1 Parasite ×7

Flame Beetles do not have very high attack power, but receiving hits in succession inflicts considerable damage. Defend firmly against enemy attacks before counterattacking.

When Pascal is in Axle Mode, being inside the appearing arc magic circle reduces damage taken by 95% and grants a steel body, allowing cha

▼ Enemy Data

Floors 11–15

Enemy Strategy

All enemies have a weakness to human attributes, so it's good to deploy Richard, who can exploit weaknesses with many spells and skills. Equipping weapons or jewels with the Killer trait will make battles even more favorable. The troublesome foes are Bow Shooters who attack from long range with bows. If left unchecked, they can accumulate unexpected damage, so you should defeat them as soon as you spot them. Their HP is quite low, so approaching while using a Front Step to deflect arrows and then attacking makes them easy to take down.

Except for the Bow Shooters and Mursiela Go that appear up to floor 14, enemies only perform melee attacks, so first wait while guarding for enemies to approach. When enemies bunch up in front of you, unleash A-techniques in the order "Sweet Words" → "Rudeness" → "Refutation" → "Mockery"; with weakness effects applied, this efficiently deals damage.

Victoria, who appears on floor 15, has high attack power and the wide-range "Wind Spear" attack, which is especially troublesome. First defeat the surrounding enemies; once only Victoria remains, strike with A-techniques as described above while watching for openings. Note that Victoria uses a secret ultimate, so during Eles Break it's best to keep running away relentlessly.

▼ Enemies Appearing

11th floor	Tracker ×2
	Fighter ×4
	Bow Shooter ×3
12th floor	Fighter ×4
	Sergeant ×1
	Bow Shooter ×3
13th floor	Murciélago ×1
	Bow Shooter ×4
14th floor	Elite Guard ×3
	Tracker ×5
15th floor	Victoria ×1
	Fighter ×2
	Bow Shooter ×2
	Sergeant ×2
	Trooper ×1

The Murciélago has a large recovery window after its attack. After closing in, you can easily defeat it by sidestepping to avoid the enemy's attack and then counterattacking.

Victoria's "Wind Spear" is difficult to evade during any step. Instead of forcing a dodge, firmly guard and then counterattack.

▼ Enemy Data

Tracker	Fighter	Bow Shooter	Sargent
No.143 Human	No.185 Human	No.232 Human	No.086 Human
Fall Medicine (100%)	Rice (24%)	Bread (24%)	Drop Rice (24%)
–	Nori (12%)	Fall Egg (12%)	Drop Tea Leaves (12%)
–	–	–	–

Mursiērāgo	Elite Guard	Victoria	Troubler
No.259 Human	No.039 Human	No.– Human	No.145 Human
Fall Onion (24%)	Umeboshi (24%)	–	Apple (24%)
Fall Minced Meat (12%)	Broken Blade (12%)	–	Pie crust (12%)
Corrosive Medicine (6%)	–	–	–

Sub event

Floors 16–20

Enemy Strategy

In this layer you can choose either a close-range or long-range fighting style; Hubert is recommended. Solanus, which appears on floor 16, immediately erects a Violent Star Barrier upon appearing, so quickly break the Violent Star Barrier with "New Moon," then follow up with wide-range attacks like "Meteor" or "Thunder Fang" or "Summon" to defeat the surrounding Tiny Wolves all at once.

The Bear Bastard that appears on floor 17 has relatively high attack power but moves slowly, so it's easy to kite. Repeatedly use "Crack Beast," which lets you keep your distance and hit its weak point. Attacking the Bear Bastard will also hit the Bears around it. The Baron Bat that appears on floors 18 and 19 flies high into the air, making it hard to land hits; in that case, knock it down with "Rev Gravity" or "R. Thunderbolt." Upon reaching floor 20, first defeat all the Uriboas. The charging attack unleashed by the Chimpeon Boar causes guard break, so it's important to evade with a sidestep. This attack is preceded by a red "!" just before it occurs, so it's not hard to avoid. Immediately after dodging, quickly chase and chain A-attacks as the enemy turns back to defeat it without taking damage.

▼ Enemies Appearing

16th floor	Tiny Wolf ×7 Solanus ×1
Floor 17	Bear ×7 Bear Bastard ×1
Floor 18	Baron Bat ×1
19階	Paron Bat ×2
20階	Uriboa ×7 Chimpyon Boar ×1

On the 19th floor where two Baron Bats appear, fighting while trapped between the Chimpyon Boar's HP decreases, it digs into the ground and then launc
First, move around using steps to lure the enemies and get both of them in front of you.

Dodge it with a backstep and counterattack immediately after evading.

▼ Enemy Data

Floors 21–25

Enemy Strategy

On this floor, enemies that self-destruct when their HP decreases appear, so having Sofi, who can heal in emergencies, is recommended. The Churenitank on floor 21 will avoid attacks by sidestepping after closing in → if you follow up with consecutive A-techniques, you can defeat it without difficulty. Deal with them one at a time. The Sapphiel Weapon on floor 22 will launch focused arrow attacks if you keep your distance. Close in while parrying attacks with a front step, and it's good to take them out together using "Astral Belt" or "Mark Rebirth". The Adamas Weapon that appears on floor 23 is fought similarly to the Sapphiel Weapon, but it also sets up a Violent Star Barrier. It's effective to attack with "Yuberti," which can break the Violent Star Barrier while also exploiting its weak points.

All enemies appearing on the 24th floor are weak to Skill A. As with the 21st floor, you can eliminate them one by one with Skill A without issue, but be careful because Minu Gear has relatively high attack power. On the 25th floor, first defeat the two Sapphire Weapons and prevent ranged attacks. The Maritza Golem moves quite slowly, so if you use steps frequently it won't be able to attack easily. After defeating the Sapphire Weapons, keep your distance and repeatedly use "Mark Reverse" to defeat the enemies without letting them do anything.

▼ Enemies Appearing

Floor 21	Chureni Tank ×8
22nd floor	Sapphire Weapon ×8
23rd floor	Adamas Weapon ×1
24th Floor	Primaangkaia ×3
	Radar Gear ×3
	Minu Gear ×2
25th floor	Marytsa Golem ×2
	Sub-Field Weapon ×2

The Adamas Weapon also performs a forward-facing laser attack. This attack is powerful but has an easily readable wind-up, so dodge it with a step.

Gear-type enemies are slow but numerous, and you often find yourself surrounded. In that case, use "Catastrophe" to hit them all at once.

▼ Enemy Data

Chure-nê Tank — No.126 Machine
- Gear (24%)
- Strange Gear (12%)
- –

Subfeel Weapon — No.090 Inorganic substance
- Strange Gear (12%)
- –
- Gear (12%)

Adamant Weapon — No.007 Inorganic
- Fall Decayed Sword (24%)
- Drops: Carrot (12%)
- Strange Gear (6%)

Primankagia — No.212 Machine
- Gear (24%)
- –
- –

Radar Gear — No.273 Machine
- Gear (24%)
- Strange Gear
- –

Mine Gear — No.255 Machine
- Strange Gear (24%)
- Onion (12%)
- –

Maritza Golem — No.244 Inorganic substance
- Set Upper Stone Material (24%)
- –
- Gear (12%)

Floors 26–30

Enemy Strategy

Bring Asbel into the party on this floor, where many powerful enemies appear. On the first floor of this section, Floor 26, beware of the Progono Wyvern. Its attacks carry a sealing effect, so it's safe to prevent it with "Seal Check." The Mercurius that appears on Floor 27 uses attacks that, when its HP drops, inflict petrification in an area centered on itself. If you get hit, you will be subjected to concentrated attacks, so prioritize defeating Mercurius first. The attack has a clear wind-up, so quickly escaping with a step makes it not difficult to avoid.

On the 28th floor, the Dis Patel that appears frequently sets a Starmalfunction Barrier , so equip "Thunder Slash Burst" so it will break quickly. On the 29th floor, in addition to dragon-type enemies, an Elemia Raptor appears. Here, first put as much distance as possible between you and the enemies . That will let you force a one-on-one confrontation with the fast-moving Elemia Raptor . Defeat it first, then take down the dragon-type enemies individually. On the 30th floor, many wyvern-type enemies appear simultaneously. Since you are likely to be surrounded, always face the enemy group head-on and chain A Attack → "Demon King's Flame Shockwave" to deal damage while knocking enemies away.

▼ Enemies Appearing

Floor 26	Wyvern ×3
	Progonos Wyvern ×2
27th floor	Mercurius ×1
	Uragan Dragon ×4
	Michieri Dragon ×3
Floor 28	Dis Patel ×1
Floor 29	Uragan Dragon ×3
	Eremia Rabtor ×2
	Michieri Dragon ×1
Floor 30	Wyvern ×2
	Escaton Wyvern ×1
	Progonos Wyvern ×2
	Dis Patel ×1

Mercurius's petrification attack is hard to avoid when surrounded by enemies. If you get hit, activate Axel Mode to recover from the status ailment.

Dis Patell's laser attack deals significant damage on direct hit. Watch the enemy's movements closely and sidestep to avoid it as it begins.

▼ Enemy Data

Wyvern — No.303 — Dragonkin
- Hard Scale (24%)
- —
- Pork (18%)

Progonos Wyvern — No.217 — Child Clan
- Amazing Bone (24%)
- Dragon Scale (12%)
- Dragon Scale (9%)

Mercurius — No.— — Reptile
- —
- —
- —

Uragan Dragon — No. 028 — Dragon Tribe
- Hard Scale (24%)
- —
- Pork (18%)

Michieri Dragon — No.256 — Electric Tribe
- Hard Scale (24%)
- Dragon Scale (12%)
- Tuna (15%)

Dis Patel — No.— — Dangerous Tribe
- —
- —
- —

Eremia Raptor — No. 042 — Reptile
- Emperor's Claw (24%)
- Sharp Teeth (12%)
- —

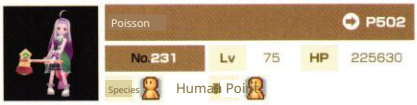
Escaton Wyvern — No.035 — Electric Tribe
- Emperor's Claw (24%)
- Tofu (12%)
- Dragon Scale (6%)

Rooftop

Boss Strategy | VS Poisson

When you reach the rooftop, the menu screen will open, so first organize your battle members. Recommended is Asbel, who excels in close combat; Sophie, who can handle both offense and healing; Cheria as the main healer; and Malik to provide ranged attack support — a four-person team. Additionally, equip all members with "Poison Check". For the Erespot, in addition to the "Spellbook of Fullness", set items like "Beef Curry" or "Mapo Curry" that both remove incapacitation and restore a large amount of HP.

▼ Boss Data



Poisson has very high attack power and will incapacitate you quickly if you get careless and approach. When attacking, watch Poisson's movements carefully and aim for the end of its attacks. Poisson's attack patterns also change depending on its remaining HP. Early on, be wary of the attack where it raises a hammer and swings it widely; getting hit is almost a one-hit incapacitation, so always avoid this.

The hammer attack where it readies the hammer and spins on the spot, which it uses frequently in the opening, leaves a very large recovery win

When HP drops to about 50% or below, it uses "Poihan" and "Kochihan", which cause severe poison and freezing effects. When HP is reduced further to below around 25%, it will use techniques that rain hammers across the entire field and attacks that throw a large number of hammers straight ahead. All of these attacks carry status abnormality effects, so be careful. The attack that throws many hammers deals massive damage at point-blank range, but can be easily avoided with a side step, so counterattack after this move. Also, the special skill "Tyrant Hammer" used during Eres Break will certainly incapacitate if it hits directly. If party members are clustered around Poisson, a single blow can wipe out the entire group, so always pay attention to the enemy's Eres gauge.

The technique that rains hammers across the entire field is closely tied to Poisson and almost never hits. Once you confirm the start of the char

Defeat Poisson in a one-on-one

Although fights against Poisson from the second challenge onward are fought with four people, it is possible to take him on alone if you equip the "Tome of Solitude" in Elespot. Here are points to note when fighting one-on-one. Basically, attack while looking for openings in Poisson the same way you would with four people, but in this case a single hit from the enemy can end the fight, so avoid attacks when possible, and if avoidance is impossible always guard. Pay particular attention to the wide-swinging attack after it readies the hammer and the attack in which it throws a large number of hammers. Either of these will be fatal if they hit directly, but because their animations are large, you can look for them and evade to create a chance to win.

At the Erespot there is a large amount of HP recovery A "Ma-bo-nasu" that grants a continuous HP recovery

If the secret art is activated, the battle ends at that moment. While in Elles Break, run awa

Ma-bo-nasu

Shot Cube

A 12-stage puzzle game playable by talking to an enthusiast in the village of Anmalchia. Place nine cubes on the icy floor into the central 3×3 grid to clear a stage. Aim for luxurious prizes by tackling difficult problems.

Challenge puzzles in the village of Anmalchia

The only stage available to play at first is the practice problem; clearing a stage unlocks the next difficulty. However, Difficulty 3 and the final problem do not appear until Scenario No. 151 when the Ramda Cocoon is cleared. The initial layout and solutions for each stage are as follows, and you receive the prizes shown on the right for each cleared difficulty. Note that the title awarded for clearing Difficulty 2 is obtained when you stop using Shot Cube. Pause once to receive the title.

▼ List of clear bonuses

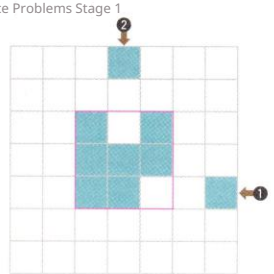
Difficulty	Clear Bonus
Practice Problems	Rune Staff
Difficulty 1	Battle Staff
Difficulty 2	Platinum Staff
	Pascal's Title "Logical One-Girl"
Difficulty 3	Mithril Staff
Final Question	Rare Staff
	Proof of Clearance

Initial Layouts and Solutions for Each Stage

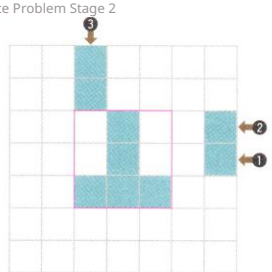
+ How to Read the Diagrams +

- Initial Placement of Cubes
- Shooting Direction
- ❶~❶ Order of Shots

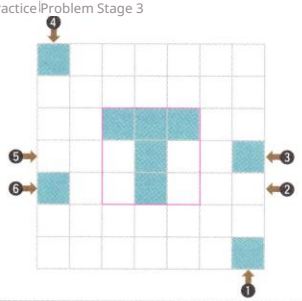
▼ Practice Problems Stage 1



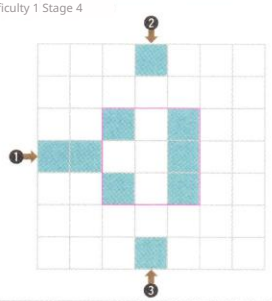
▼ Practice Problem Stage 2



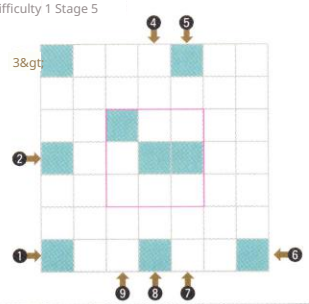
▼ Practice Problem Stage 3



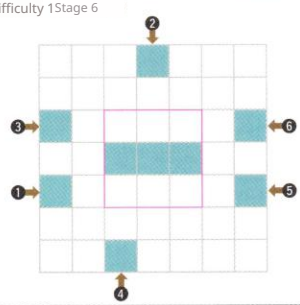
▼ Difficulty 1 Stage 4



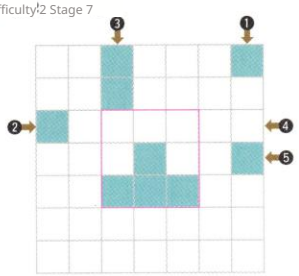
▼ Difficulty 1 Stage 5



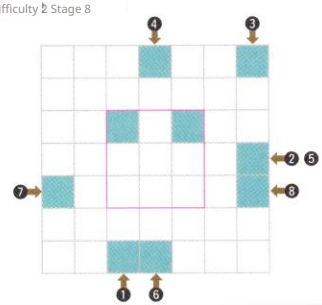
▼ Difficulty 1Stage 6



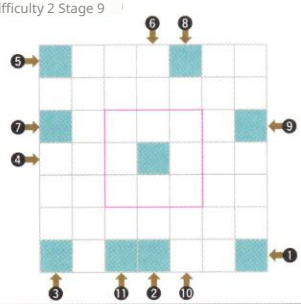
▼ Difficulty 2 Stage 7



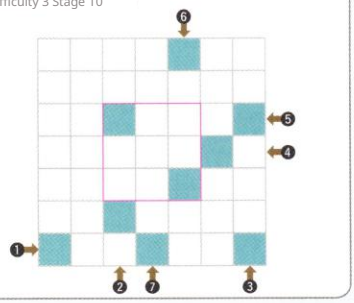
▼ Difficulty 2 Stage 8



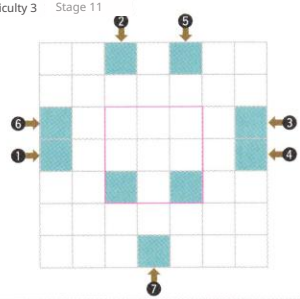
▼ Difficulty 2 Stage 9



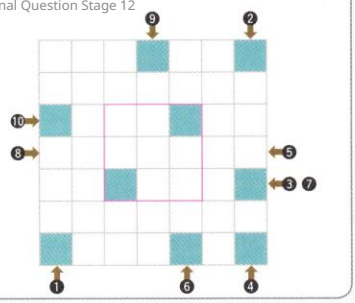
▼ Difficulty 3 Stage 10



▼Difficulty 3 Stage 11



▼ Final Question Stage 12



Nekonin Village

In the village of Nekonin, which only true cat lovers can visit, residents who dress like cats live there. Because it does not appear on the world map, it cannot be discovered by the shuttle, and special procedures are required to enter the village.

How to get to the Nekonin village

During your adventures you may encounter cats that want food in various locations. If you give fish to these cats—which total 10 in the world—then afterwards you will be able to warp to the Nekonin village by talking to them. The first time you go, you won't be able to communicate with the Nekonin, and facilities such as shops and inns cannot be used. Once you have come to this village, you will be able to discover the Cat-Loving Old Man's house (→P453) through shuttle-mode exploration, so return there to obtain the translator device, the "Neko-Codec," from the cat-loving old man.

The old man who loves cats is the only human in the Cat-person Village. When you visit his house, he gives you a "Cat Codec" and "Cat

A place where a cat wants fish

Cats appear in the ten locations introduced here. However, the unfamiliar cat in Rant does not exist from the start; it will appear once you clear Lambda Cocoon in Scenario No. 161.

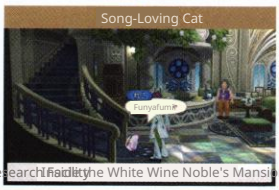
The north side of Rant Square

In front of the cathedral in Barônia

Just before the ferry dock at Grellside Port

Inside the harbor hut in Orreille

Near the entrance of the Sable Isolé Research Facility

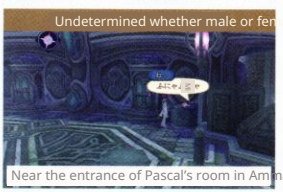


Inside the White Wine Noble's Mansion in Yulivert

The ferry dock of the Arena Isle

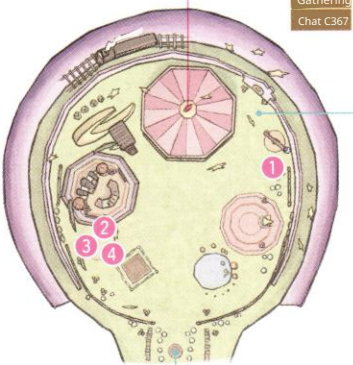
Inside a house in Beranic

Inside a house southwest of Zavēt

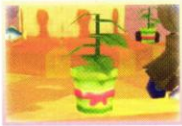


Near the entrance of Pascal's room in Aminalchia Village

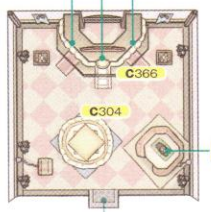
Map: Village of Nekonin (Cat-people)



D78 Matatabi



Gathering	–
Chat C367	



Return to original location

▼ Request data

Trigger Condition	Requested Item	獲得Sp	Reward
–	Glowing Fruit ×1	230	Magic Card No.89
–	Pointed Claw ×1	480	960 Gald
–	Tanned Leather ×1	770	Lavender ×1
–	Peach compote ×1	1080	2160 gald
–	Miso ×2	1430	2860 gald
–	Goggles ×1	1800	Rare Wear ×1
–	Kitchen Knife ×1	2210 4420 Gald	
–	Fry ×1	2640 Magic Carta No.90 x1	
–	Stone Clock ×1	3110	6220 Gald
–	Seafood Curry ×1	3600	Red Lavender ×1
–	Baronia Blade ×1※2	4680	9360 gald
–	Beautiful Feather ×3	5880	11760 gald
–	Stream Fishing Rod ×1	7200	14400 gald
–	落魂珠×50	30,000 Nekoninn no Fuku x1	
–	Icarus's Wing ×1	10200	20,400 gald
–	Expensive-looking Crown ×3	11880	Rare Sword ×1
*1	Proof of Clearance ×1	2640	5280 gald
*1	Water-silk Fabric x1	3600	7,200 gald
*1	Pearl Thread ×1	4680	9360 gald
*1	Shark fin ×1	5880 11760 gald	
The above completed	Lucretto ×1 ※3	19800	Mithril Anklet ×1

※1 After clearing No. 151 Lambda Bacteria ※2 Trait: Cool 3 Trait: Wild

▼ Shop Data

宿屋	
Accommodation Fee	200
Miscellaneous Goods Ya	
Apple Gummy	100
Peach Gummy	500
Grape Me	2500
Banashi Bottle	100
Liqueur Bottle	200
Life Bottle	300
Holy Bottle	250
Dark Bottle	250
Rare Holder	13350
Mystian Anklet	15280
Monocle	28250
Ancient Cloth	22140
Dandy Perfume	29370
Magical Scarf	14160
Preferred Cust	
Trash	1
Lavender	4500
Glass Sphere	10
Falling Soul Orb	100
Ice candy	60
Elixir	10000
Red Lavender	9000
All Divide	7000
Hourglass	9000
Pure Bright	14400

▼ Obtained Items

Magic Carta No. 40	Investigate Treasure Chest
Nekomatsu Shigura	Investigate: Light Spot
Lavender	Conversation (requires 3,000 gald)
Hourglass	Investigation Treasure Chest※

※ Password "Fosuritosu"

Map: Old Man Who Likes Cats' House
(Coordinates X:332 Y:-392)

▼ Obtained Items

Neko-deck neko nin no fuku	Event: Enter the room
Milk ×3	Investigate Treasure Chest

To the Shuttle -P307

EX Dungeon

This work contains dungeons that are not related to the progression of the main story. You do not need to explore them to clear the game, but you can obtain valuable items there, so be sure to visit them.

Challenge the hidden dungeons

There are three hidden dungeons in total. Before clearing the game, you can reach two of them: the hidden area of the Wallbridge Underground Ruins and the Sand-Buried Ruins. The methods to access each are introduced below, so when the timing comes that allows you to enter them, drop by to train your characters. After clearing the game, you can also access Zo'on Cage, the final dungeon with unique rules different from the usual ones. In Zo'on Cage, powerful enemies await that even Asbel and his companions, who have overcome many battles, cannot easily defeat. Aim for complete conquest and keep challenging without giving up.

On the top floor of Zo'on Cage appears a top-class enemy, the Great Radiant Star Dragon. Defeating it will also produce effects on the main s

How to enter each dungeon

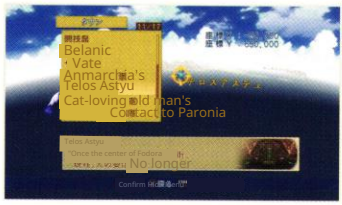
Wallbridge Underground Ruins

Advance the story and when you reach Scenario No. 052 and reunite with Shelia, a warp point will appear on the right side of the underground area beneath Wallbridge's northernmost tower. Using this will transport you to a hidden area that is not connected to the Wallbridge Underground Ruins you explored during the main story.

Proceed with the story until Shelia joins the party before attempting.

Ruins Buried in Sand

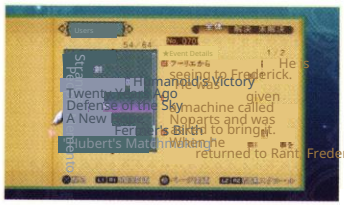
The dungeon itself can be discovered once you can access the unexplored desert, but to enter you need to obtain the "Anmarchia Key" that opens the dungeon's entrance door from Fodora's Vasis military base. You will actually be able to enter after escaping the Lambda Cocoon in Scenario No.151.



If you forgot to take the "Anmarchia Key", return to Fodora by shuttle.

Zo-on Cage

A hidden dungeon that becomes accessible after clearing the game. After loading cleared-game data, trigger Travel 70 “Sky Defense Battle” (→P419), and if you defeat Trotzich and Shlumpfhaupt in the event, the name will be added to the world map as a shuttle-mode destination.



Zo-on Cage
Travel 70
It also serves as the setting for it.

EX-A Wallbridge Underground Ruins

A hidden area that becomes accessible after clearing Wallbridge. No boss-like powerful enemies appear and the objective is to collect items from treasure chests.

Wallbridge Underground Ruins | DUNGEON

EX-A1 Collect the items from the treasure chests

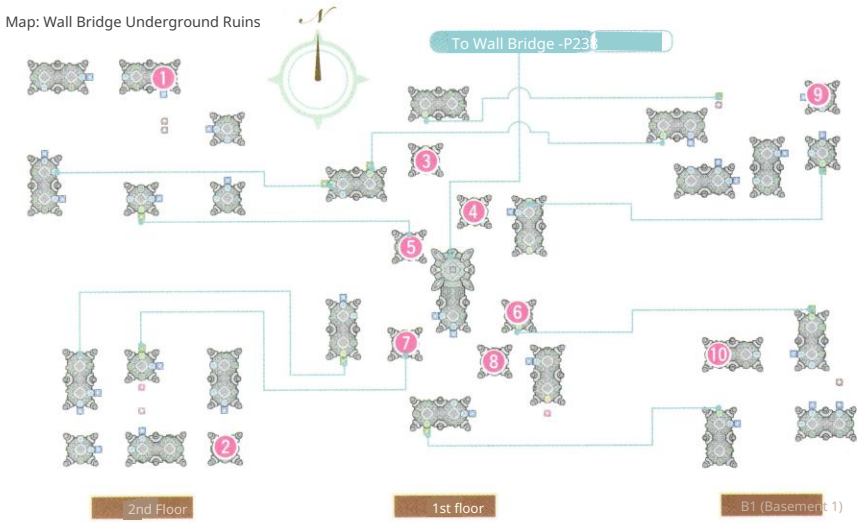
Collect items using the map shown below

The highlight is the "Type-0 Grimoire" (only obtainable here).

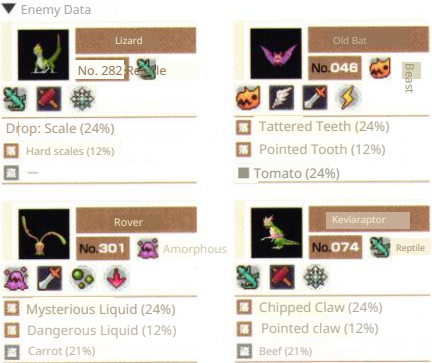
On the 2nd floor, after bouncing the two yellow blocks south of chest No. 1 from the north and east sides respectively, next go to Basement 1 for chest No. 9

Bounce the yellow block west of chest No. 9 on Basement 1 from the south to create a foothold on Floor 1, then finally use the upward green block on Floor 1 west of Basement 1's chest No. 9 to retrieve it. Also, for chests No. 7 and No. 8 you need to create footholds in advance before collecting them. When taking No. 7, use the downward green block that becomes usable after bouncing the gray block on the south side of the 2nd floor. For No. 8, bounce the yellow block located in the southeast of Basement 1 before going to get it.

Map: Wall Bridge Underground Ruins



▼ Enemy Data



▼ Shard Data

Natu	Type
Sharp	Paralyze
Rough	Hit
Smooth	Evade
Old-fashioned	Attack
Gentle	Holy
—	Exceed

▼ Acquired Items

●2160 Gald	Investigate Treasure Chest
Holy Bottle ×2	Investigate Treasure Chest
Type-0 Grimoire	Investigate Treasure Chest
●Shark Bottle	Investigate Treasure Chest
Mastery	Investigate: Treasure Chest
2320 gald	Investigate: Treasure Chest
255 energy	Investigate treasure chest
Peach Gummy ×3	Investigate treasure chest
Energy Bottle C	Investigate treasure chest
●Grape Gummy ×2	Investigate treasure chest

EX-B Ruins Buried in Sand

Ruins equipped with a heat-launching device that pairs with the ones in the snow-sealed ruins. Discovery

You can find the "Laser Cannon B" and obtain requested items for the Coliseum Isle inn.

Ruins Buried in Sand DUNGEON

EX-B01 Operate the machinery to turn on the power

(Event Data)

- C362 "As a token of thanks" P458
  Trigger condition: Approach the save point near the entrance
- C383 "Basically the same as the Snow Ruins" P458
  Trigger condition: Approach the energy generator whose power has been turned on

The dungeon's structure is almost the same as the snow-sealed ruins in Fendel. Progress deeper while supplying energy to doors using the floor lines. First, in the room near the entrance, turn on the switch of the energy generator.

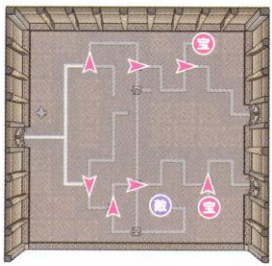
EX-B02 Connect the energy lines and proceed inward

After seeing chat 362 "As a token of thanks" and 383 "Basically the same as the Snow Ruins" near the entrance, proceed inward. Along the way, in rooms where the floor lines are intricately laid out, you need to change the direction of switches that alter the flow of energy to correctly connect the lines to the doors. Refer to the energy line connection examples shown below and set the switches to the correct directions. Enemy symbols do not appear in rooms with puzzles, but supplying energy to certain floor panels will spawn Dormir Golems and trigger combat. Make sure to fully recover your HP.

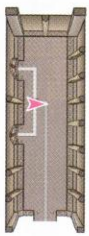
- How to connect the energy lines

- Direction of the arrow-shaped switch
- Direction of the rotating floor's lines
- Location where supplying energy causes a treasure chest to appear
- Enemy: location where supplying energy causes an enemy to appear

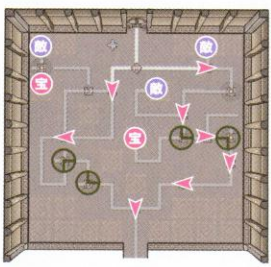
Room 1



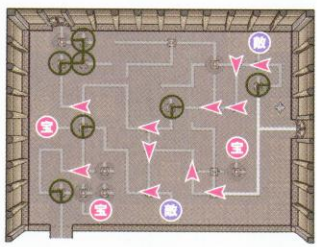
Room 2



Room 3



Room 4



Route leading to Laser Cannon B

(Event Data)

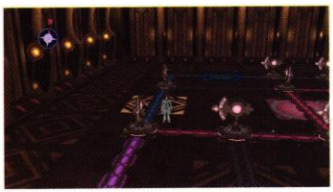
☐ C363 "Calm and Collected" P458

Occurrence condition: Approach the save point located deep within the ruins.

☐ C384 "Human Control" P458

Occurrence condition: Discover the Laser Cannon B.

In Room 4, shown in the diagram of how to connect the energy lines, the route splits north and south. The north door leads to Discovery 76 "Laser Cannon B", and the south door leads to the deepest area. On the north route, there are red, blue, and purple floor panels; you must use the separator device to split the energy into two colors so that the same color energy passes through each panel, then connect the lines to the door. The correct directions of the switches are as shown in the figure below.

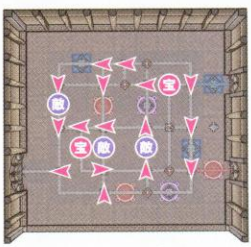


The fortress's energy lines are created by combining the red and blue energy lines.

▼ How to connect the energy lines

Room 5

Room 6

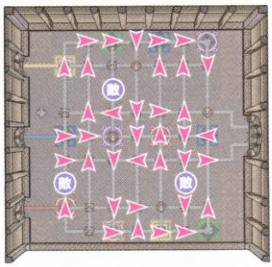


Route leading to the deepest area

On the south route, in Room 7 the energy line colors are separated into three colors. The mechanism to open the door is the same as the north route: you should pass matching colored energy through the red, blue, yellow, purple, green, and orange panels installed on the floor and connect the lines to the door. The correct switch orientations are as follows, but if you run three colors of energy through a single line, all switch orientations will be reset. Operate last the switches that are blocking the red, blue, and yellow energy lines located on the far west.

▼ How to connect the energy lines

Room 7



BOSS Savonarola

In the deepest area, approaching the enemy symbol standing in front of the treasure chest will trigger a battle. Savonarola may appear alone, and is somewhat underpowered against Asbel and his party who have reached this point. Have Sheena handle healing, and concentrate attacks with Asbel's "Demon King Flame Wave" and Pascal's "Maelstrom," which exploit the enemy's weaknesses, to defeat him easily.

Instruct allies with the tactic "All-Out Attack." Devote yourself to maintaining a

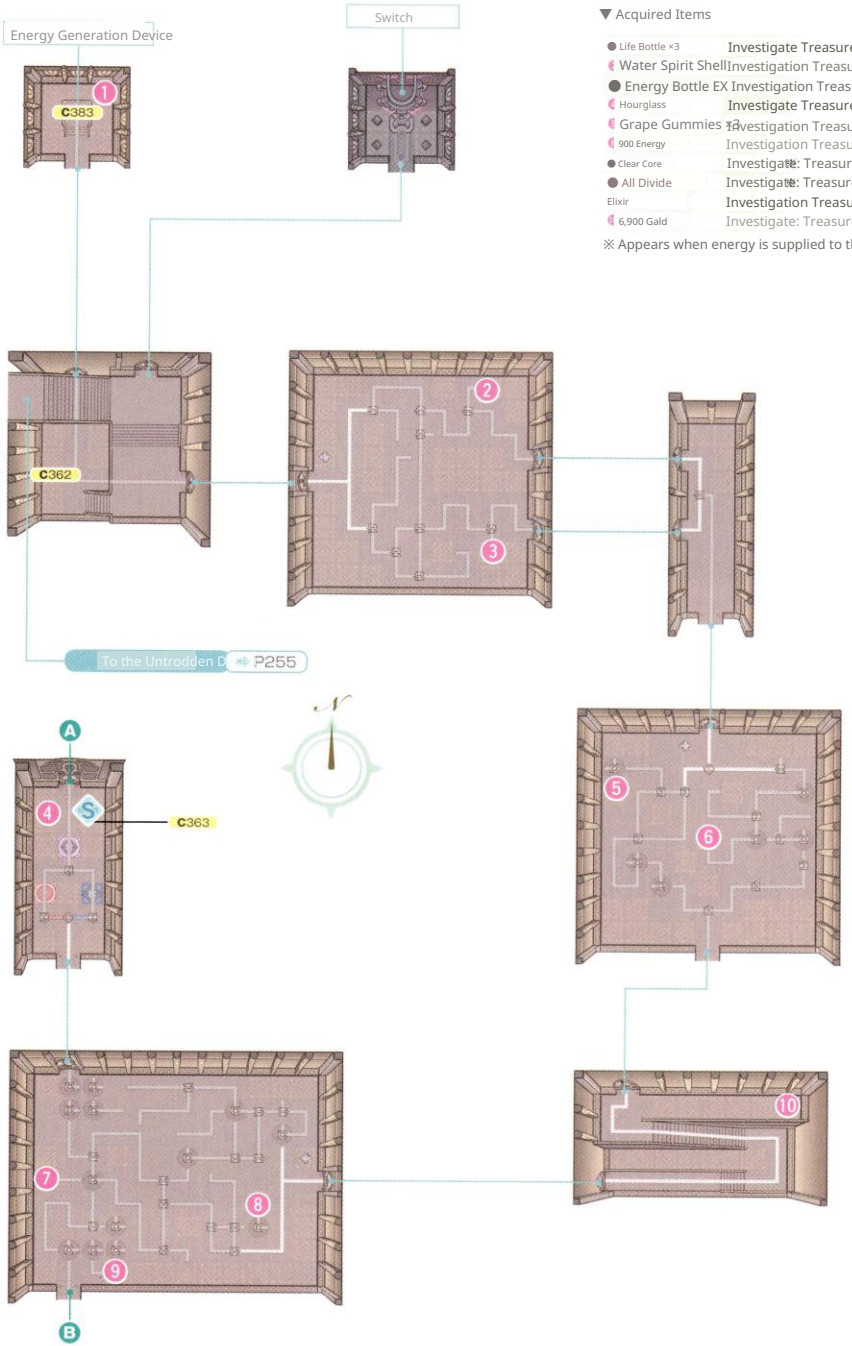
▼ Boss Data

Savonarola P487

No.089 Lv 60 HP 19440

Species Machine W

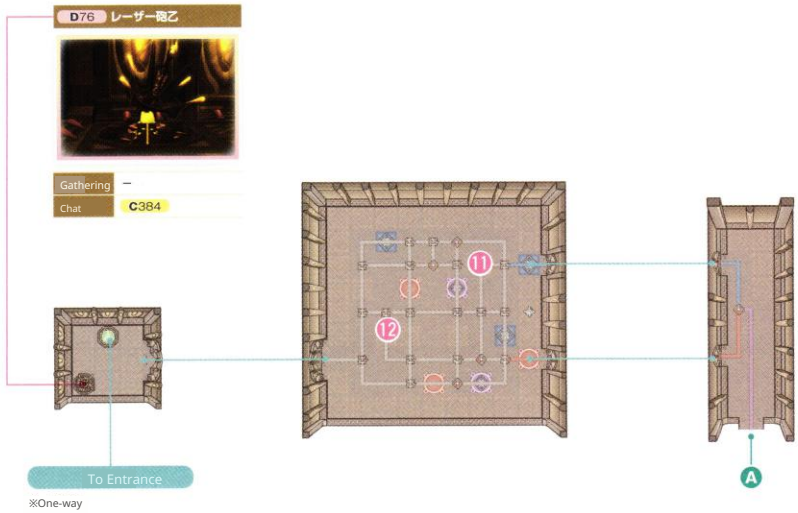
Map: Ruins Buried in Sand

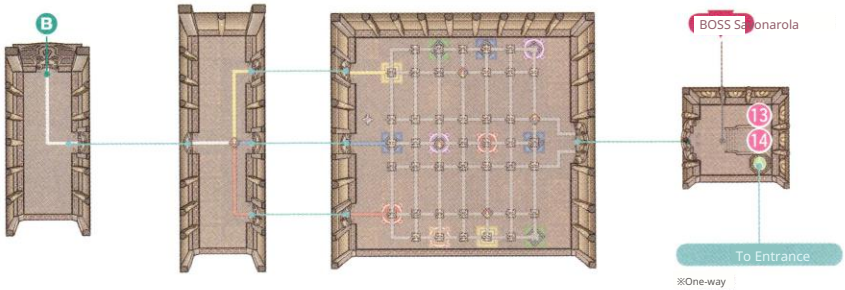


▼ Acquired Items

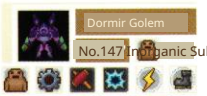
Life Bottle ×3	Investigate Treasure Chest
Water Spirit Shell	Investigation Treasure Chest※
Energy Bottle EX	Investigation Treasure Chest※
Hourglass	Investigate Treasure Chest
Grape Gummies ×3	Investigation Treasure Chest※
900 Energy	Investigation Treasure Chest※
Clear Core	Investigate: Treasure Chest
All Divide	Investigate: Treasure Chest
Elixir	Investigation Treasure Chest※
6,900 Gald	Investigate: Treasure Chest

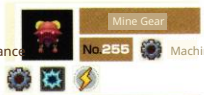
※ Appears when energy is supplied to the floor

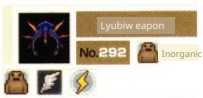




▼ Enemy Data







▼ Obtained Items

1 Gald	Investigate Treasure Chest
Book of Solitude	Investigate Treasure Chest
Hero's Staff	Investigate Treasure Chest
Mastery EX	Investigate Treasure Chest

※ Appears when energy is supplied to the floor

▼ Shard Data

Types	
Hit	
Evade	
Rescue	
Stone	
Slow	
Revenge	
Revamp	
Refeed	
Solemn	
Intimidating	
Mysterious	
Gorgeous	

EX-C Zooon Cage

A facility created by the Ammarchia tribe, which the Efinea people call the Compass Zone. To stop the rampaging satellite absolute-guardian system “Great Radiant Star Dragon,” conquer an auto-generated dungeon composed of 10 floors.

How to enter the Zooon Cage

You can enter the Zooon Cage by following the steps shown on the right. The first time you visit, an event will trigger and automatically begin exploration of Floor 1. Prepare in advance—such as buying healing items and replenishing E-Spot—before diving in.

The rough flow for clearing the Zone Cage is as follows: It is shown at the lower right. After clearing Floor 1, you can challenge Floors 2–9 in any order you like, but considering enemy strength, it’s better to tackle them in order from the lower-numbered floors. Also, the Great Crimson Dragon of the Fendel Iceberg Ruins, which must be defeated before exploring Floor 10, is a formidable foe. You should challenge it only after clearing up to Floor 9.

▼ How to access Zo’on Keiji

Resume the game with cleared data and at the lowest level save point of the Gardia Shaft, see C368 "Summoned"

↓

Trigger the event in the front garden of Lord Rant’s mansion, and win the battle against Trotzih and Shlumpfhaupt

↓

Afterwards, Zo’on Keiji will appear on the world map. You will be able to travel there by shuttle

▼ • Game progression in Zo’on Keiji

Defeat the Decagram Warrior on Floor 1

↓

Defeat the Decagram Warriors from Floor 2 through Floor 9 in any order

↓

Defeat the Decagram Warrior on Floor 10. To challenge Floor 10, you must have defeated the Great Emerald Green Dragon of Baronia, the Great Azure Sea Dragon in the Strata Desert Ruins, the Great Crimson Lotus Dragon in the Fendel Glacier

At the entrance of Zo-on Cage there is a Kamenin Shop and a save point. You can move to each floor by offering an item on the central pedestal.

Offer an item to enter a floor

When entering each floor in Zo-on Cage, you must offer an item on the pedestal at the entrance. If you succeed in defeating that floor's Ten-Pointed Star Warrior, the offered item will be returned; however, if your party is wiped out along the way, the offered item will be confiscated, although you will not lose the experience points or items you had obtained up to that point. Higher floors require offered items to have value measured in units called Pt, and the required Pt for each floor are as shown in the table on the right. By the way, an item's Pt equals the price you would get by selling that item at a shop, and when progressing beyond Floor 7, items sold in shops no longer have sufficient value. Gather the necessary materials and use Dualize to create higher-value items (→P469).

▼ Points required for the offered item

Floor	Required Pt	Floor	Required Pt
Floor 1	1	Floor 6	12800
Floor 2	800	Floor 7	25600
Floor 3	1600	Floor 8	51200
Floor 4	3200	Floor 9	102400
Floor 5	6400	Floor 10	204800

About the structure of the floors

Each floor of the Zo-on Cage changes shape every time you enter; it is a procedurally generated dungeon. That said, the general layout has commonalities: every floor is divided into two areas, and the area you enter by offering an item contains a one-way warp point that leads to the other area. Using that warp to travel to the farther area always has a boss—the Decagram Star Warrior—somewhere; if you talk to it and win the battle, the floor is cleared. The first time you clear a floor, you also receive a predetermined item for that floor as a reward.

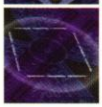
▼ Mechanisms appearing in the Zo-on Cage

Enemy Weakening Device

A device that fills with brown liquid. When the liquid is full and you examine it, you can reduce the enemy enhancement level by 25%. It can only be used once

Random Effect Generator

A device that fills with blue liquid. When the liquid is full and you press the button, one of the following effects will trigger: a treasure chest appears; you enter the Kamenin Shop; or you are forced into battle wit



Warp Point

Warp point that moves you to a different area within the floor

Three types of mechanisms introduced on the right appear on the floors. The Enemy Weakening Device and the Random Effect Generator both allow a period during which only enemies can act while they are in use. When enemies are nearby, prepare for battle before activating them.

Be careful of the enemy enhancement level

The Zo-on Cage has a value called the enemy enhancement level: the higher the number, the more the damage you deal to enemies is reduced and the more damage your allies take from enemies increases. The enemy enhancement level starts at 150% when you begin exploring a floor and after using a warp point, and it gradually rises over time up to a maximum of 200%. It can be lowered either by using an Enemy Weakening Device or by winning battles against enemies. The former reduces it by 25%, the latter by 10%, and it can be reduced down to a minimum of 100%.

The enemy enhancement level is displayed in the upper right of the screen. When fighting a boss, try to defeat as many surrounding enemies as p

Treasure chest items

Treasure chests that are placed on the floor or that appear when a random-effect device is activated have their contents determined by the floor you are exploring and the combat rank you have selected. If the combat rank is Simple, the items No. 1–No. 4 listed in "Items that may appear from treasure chests on each floor" starting on page 462 will appear at the probabilities shown in the table at the upper right. For combat ranks other than Simple, each numbered item appears at the probabilities shown in the table at the lower right. Some items can only be obtained at higher combat ranks, but because the contents of chests placed on the floor are fixed based on the combat rank at the moment you enter the floor, temporarily raising the combat rank at that time will make them appear. The contents of treasure chests from random-effect devices are likewise determined by the combat rank at the moment you activate them, but since there is a high risk of enemies appearing, it is safer not to raise the combat rank.

▼ Probability of items appearing from treasure chests

When the combat rank is Simple

Combat Rank	Item number			
	No.1	No.2	No.3	No.4
Simple	40%	30%	20%	10%

In cases other than Simple Combat Rank

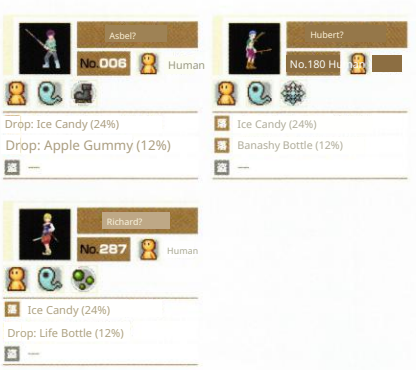
Combat Rank	Item number						
	No.1 ～ No.4	No.5 ～ No.8	No.9 ～ No.12	No.13 ～ No.16	No.17 ～ No.20	No.21 ～ No.24	No.25 ～ No.28	No.29 ～ No.32
Normal 9%	8%	5%	3%	–	–	–	–	–
Second 9%	7%	4%	3%	2%	–	–	–	–
Hard 7%	5%	4%	4%	3%	2%	–	–	–
Evil 6%	5%	4%	4%	3%	2%	1%	–	–
Chaos 5%	5%	4%	3%	3%	2%	2%	1%	–

Floor 1 walkthrough

Key points: 1

All enemies appearing on the first floor have low HP and are weak to Human and Spirit attributes. Set your allies' basic tactic to "Follow the Leader" and focus attacks to take them down one by one. Asbel should exploit weaknesses with skills like "Evil Spirit Slash" and "Demon King Flame Wave," while supporting him from the back row, Malik and Pascal can use artes like "Frigid Coffin" and "Bladflame" to assist. Cheria should have her tactic set to full healing ("Thorough") and specialize in recovery. However, if your allies are substantially higher level, this may not apply—have them attack with the Spirit-attribute "Divine Saber."

▼ Enemy Data



Although the difference is slight, Hubert? has the lowest HP among the enemies. When he appears in battle, prioritize targeting him over other enemies to reduce their numbers.

▼ Items that may come out of treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Chicken	9	Blood Ribbon	17	Karaage (Japanese fried chicken)	25	Oyako-don (Chicken and egg rice bowl)
2	Ribbon	10	Rune Knife	18	Green Ribbon	26	Rare Knife
3	Slow Knife	11	Blue Ribbon	19	Lavender	27	Ancient Cloth
4	Pretty Ribbon	12	Battle Knife	20	Elemental Ribbon	28	Verbena
5	Yakitori Bowl	13	Orange Ribbon	21	Gratin	29	Chicken Curry
6	Sweet Ribbon	14	Platinum Knife	22	Mithril Knife	30	Red Lavender
7	Steel Knife	15	Weird Ribbon	23	Rosemary	31	Red Rosemary
8	Red Ribbon	16	Tesserasphere	24	Magical Ribbon	32	Red Verbena

▼ Fragment Data

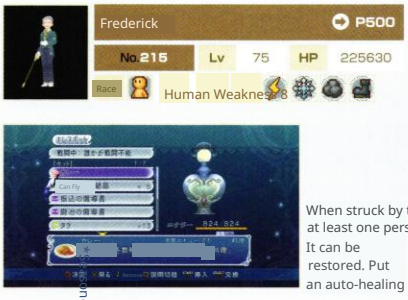
Properties	Types
Brawny	Attack
Ominous	Mind
Spiky	Hit
Savage	Gain
Gentlemanly	Absorb
Wonderful	Breath
Nothing	Revenge
	Rise

BOSS Frederick

Initial Reward: Pitch-black Pompon

He wields the staff in place of a sword, using multi-hit successive thrusts and charge techniques that thrust back and forth. Frederick gains a steel body while performing attack animations, so attacks from front-line characters like Asbel or Sophie alone have difficulty interrupting his offense. First, have the front-line withstand the enemy attacks with steps or guards to buy time for allies to cast spells, then use Malik's "Lady's Ruption" or "Vanish Flow" to remove the steel body and stagger the enemy. After that, Asbel should deal damage with techniques that exploit Frederick's freeze and the Human weakness, such as "Icebreaking Blade," "Demon King's Flame Strike," or "Wave."

▼ Boss Data



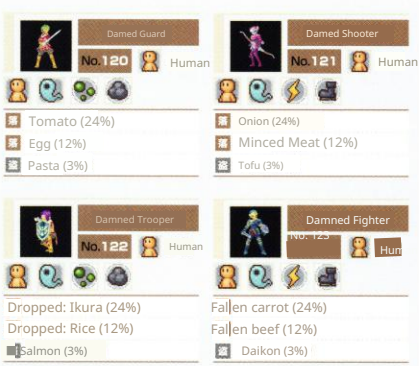
When struck by the Secret Art, at least one person will be knocked
It can be restored. Put an auto-healing dish in the Elespot

Floor 2 Strategy

Required points: 800

Like on Floor 1, enemies that appear with Human and Spirit attributes share common weaknesses. Build your attacks around Asbel's "Jaryō Issen" (Evil Spirit Slash) and "Maō Engekiha" (Demon King's Flame Wave). Attributes such as severe poison, paralysis, petrification, and slow are also weaknesses for multiple enemies, so it's good to add them to weapons via Dualize or equip gems that grant those attributes. In battle, prioritize eliminating Damned Shooters, who support the front line with attacks like "Wind Needle" and arrows. Damned Guards frequently use Guard Break attacks — don't block them; evade with a step.

▼ Enemy Data



Use arts that are easy to land on enemies that run around. For Malik, "Bind Ghost" or "Siphon Tangle" are suitable.
"Bind Ghost" and "Siphon Tangle" are suitable.

▼ Items that may come out of treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Egg	9	Gold Frame	17	Omelette	25	Croque-monsieur
2	Rune Blade	10	Pure Gold Glasses	18	Mithril Blade	26	Saffron
3	Simple Frame	11	Platinum Frame	19	Goggles	27	Red Vervain
4	Rustic Glasses	12	Platinum Glasses	20	Lavender	28	Red Savory
5	Omelette Rice	13	Verbena	21	Carbonara	29	Omusoba
6	Silver Frame	14	Savory	22	Rare Blade	30	Red Lavender
7	Dashing Glasses	15	Scholar Glasses	23	Monocle	31	Red Rosemary
8	Platinum Blade	16	Trias Sphere	24	Rosemary	32	Red Saffron

▼ Fragment Data

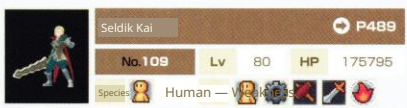
Properties	Type
Hard	Gain
Elegant	Absorb
Prickly	Breath
Chilly	Revenge
Gentlemanly	Rise
Formidable	Attack
Gorgeous	Mind
Commonplace	Hit

BOSS Seldek (Modified)

Initial Reward: Gariben Frame

The thunderbolts generated by Seldik Kai's left-hand thrust and the slashes of the Burning Sword used when its HP falls below half leave electricity or flames on the floor after the attack. Coming into contact with these will cause damage, so use a step to move around to a position where you don't have to worry about your feet before attacking. If it's Asbel, exploiting weaknesses with Artes like "Seishin Jakka" (Sealed God Sparrow Blossom) or "Demon King's Flame Blast" will allow you to deal damage efficiently. Note that the thunderbolts and floor electricity produced by Seldik Kai may cause paralysis. Prevent this with items like the "Liquor Bottle", the "Paralyze Check", or Elespot's "Apple Pie".

▼ Boss Data



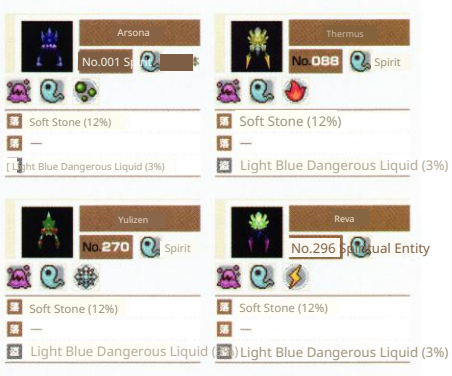
Seldik Kai uses the Mystic Arte "Demon King Explosion" and "Flame Break". Manipul

Floor 3 Strategy

Required Points: 1600

The enemies appearing on this floor attack only with techniques such as "Photon Blaze" and "Spread". Remove the steel body (gauze?) that forms during spell chanting with consecutive attacks to prevent the use of spells. Asbel attacks using "Demon King Flame Burst," which can rack up hit counts if used twice. Rear allies should provide support by using spells with many hits—if Malik, use "Vanish Flow"; if Sheria, use "Divine Saber". In battle, assign one ally the tactic "Do not let them use magic," and have the remaining teammates use "Follow the leader" to concentrate attacks on enemies one by one.

▼ Enemy Data



The enemies' weaknesses are common to both amorphous forms and spiritual entities. "Air Pressure" and "Divine Saber" is highly effective in that regard.

▼ Items that may come out of treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Moisturizing and Crystallizing	9	Water-Lurking Crystal	17	Tyrannical Crystal	25	Mighty Crystal
2	Blazing Crystal	10	Winged Crystal	18	High-Ranking Crystal	26	Darkness-Creeping Crystal
3	Lushly Growing Crystals	11	Formless Crystal	19	Earth-Shattering Crystal	27	Savory
4	Karitakunāru	12	Blood-Sucking Crystal	20	Rotendeu La Rel (Rotendeu La Rel)	28	Hikarimono (Hikarimono)
5	Possessed Crystal	13	Solidifying Crystal	21	Raging Crystal	29	Taciturn Crystal
6	Scaled Crystal	14	Frost-Eroding Crystal	22	Light-Piercing Crystal	30	Red Chamomile
7	Tooth-Bared Crystal	15	Created Crystal	23	Chamomile	31	Red Savory
8	Exposed Crystal	16	Sumibiyaki	24	Boom Sainen	32	Long-Necked

▼ Shard Data

Properties	Types
Cool	Revenge
Elegant	Rise
chilling	Attack
stifling	Mind
intimidating	Hit
provocative	Gain
Dangerous	Absorb
Doesn't Matter	Breath

BOSS Kohaku

Initial Reward: Partner's Grimoire

Kohaku frequently uses attacks with the added effect of causing burns. Prepare items like the "Liqueur Bottle" and "Burning Check" before engaging in battle. For the quickly moving Kohaku, use techniques or spells that have the Slow attribute to hold her in place through status ailments. If using Asbel, combine attacks with "Oboro" and "Moonlit Night." From close range, chain from "Icebreaking Blade," which has a freezing attribute; from long range, chain from "Windfang Rending," which has a shooting attribute. For allies responsible for magic attacks, Malik is recommended. Repeatedly using "Siphon Tangle," which has the Slow attribute and a long active attack duration, is effective.

▼ Boss Data

Kohaku (A) P486

No. 080 Lv 85 HP 250155

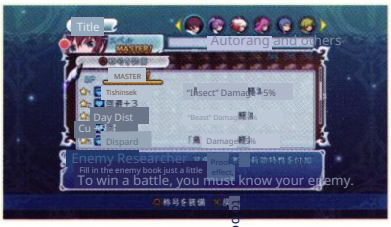
Species: Human — Weakness:

"Starlight" has a wide attack range. Stay away from your allies to avoid collateral dama

Floor 4 Strategy

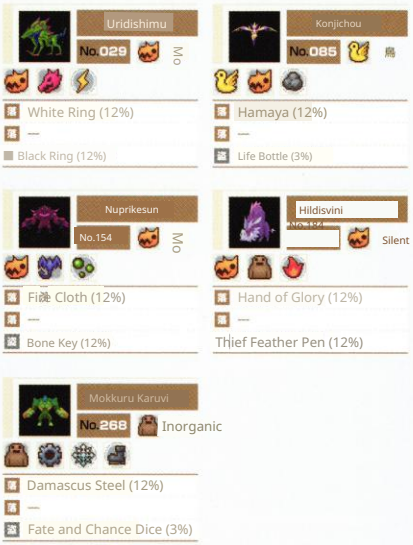
Required points: 3200

The enemies that appear on Floor 4 have very high attack power. With allied characters around level 75, just two or three hits will easily defeat them. If you plan to break through in a head-on fight, it's better to train your characters on other floors up to about level 95 before attempting this challenge. In combat, prioritize defense to avoid getting hit at all costs. The enemies' attacks have large wind-up motions, so dodging with a step is not that difficult. Prioritize enemies called Uridishim (ウリディシム) that can attack from a distance with a beam spat from their mouths, and fight with your back to the outer edge of the battlefield so stray shots won't hit your allies.



Asbel does not have a burst skill with beast characteristics. Chain from an Arts skill, or equip the title "Enemy Researcher".

▼・Enemy Data



▼Items that may come out of treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Life Bottle	9	Slow Check	17	Old Divide	25	Mastery EX
2	Cloak	10	Stone Check	18	Seal Check	26	Energy Bottle EX
3	Parallel Check	11	Black Cloak	19	Curse Check	27	Shark Bottle
4	Silk Cloak	12	Freeze Check	20	Mithril Cloak	28	Arcana Bottle
5	Poison Check	13	Weak Check	21	Mastery C	29	Mastery G
6	White Cloak	14	Warlock Cloak	22	Energy Bottle C	30	Energy Bottle G
7	Burning Check	15	Elixir	23	Sage	31	Hourglass
8	Rune Cloak	16	Pure Bright	24	Rare Cloak	32	Red Sage

▼- Fragment

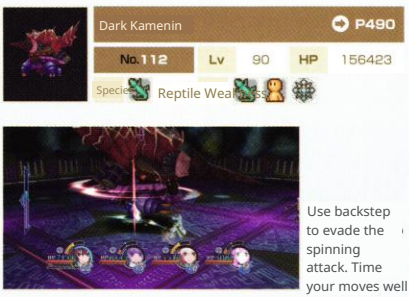
Nature	Types
beautiful	Burn
old-fashioned	Stone
Hot and severe	Slow
Formal and stiff	Defense
Stimulating	Resist
Mysterious	Evade
Soulful	Revamp
I don't care	Exceed

BOSS Dark Kamenin

Initial Reward: Tome of Awakening

Long-lived and large Dark Kamenin are vulnerable to ranged attacks. While Asbel uses Step to parry the enemy's attacks, Sophie uses "Scarer Gunner" and Malik attacks with moves like "Frigid Coffin" or "Vanish Flow." When the Dark Kamenin's HP falls below half, it will use a jumping attack with a horizontal rotating multi-hit. If Sophie or Malik are being targeted, use a front step to get close and bait the enemy so that Asbel becomes the target; when it turns back, immediately escape with a back step to lure it into chasing you.

▼Boss Data



Use backstep to evade the spinning attack. Time your moves well and follow up with co

Floor 5 Strategy

Required points: 64,000

Up to two enemies can appear simultaneously on Floor 5. If the enemy party includes a Horn Bowler, set either Soph or Hubert's basic tactic to "Spread Out and Attack" so they handle one enemy alone. This enemy tries to create distance when approached, so the idea is to engage in close combat using "A Attacks Only" with "All-Out Assault" to make it flee. While it is being kited, concentrate attacks on the other enemy with the rest of the party. Instruct Asbel to use "Collapse Thunder Kill" or "Demon King Flame Wave," and have Malik or Pascal, who were told to "Follow the Leader," attack enemy weaknesses with "Vanish Flow" or "Meilstrom."

▼ Enemy Data

If two Laoelvold wolves appear, set everyone's tactic to "Follow the leader " and instruct them to follow. Use concentrated attacks to defeat them one by one.

▼ Items that may appear from treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Longsword	9	Steel Fastener	17	Silver Holder	25	Hyper Holder
2	Bronze Holder	10	Rune Sword	18	Platinum Sword	26	Savory
3	Bronze Fastener	11	Titanium Holder	19	Gold Holder	27	Rare Sword
4	Curry	12	Titanium Holder	20	Chicken Curry	28	Beef Curry
5	Iron Sword	13	Battle Sword	21	Platinum Holder	29	Rare Holder
6	Iron Holder	14	Dry Curry	22	Saffron	30	Battle Holder
7	Steel Sword	15	Grim Holder	23	Mithril Sword	31	Red Saffron
8	Steel Holder	16	Enasphere	24	Pork Curry	32	Red Savory

▼ Shard Data

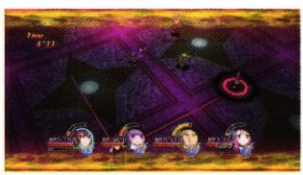
Properties	Types
rough	Defense
kind	Resist
Solemn	Evasion
Grave	Revamp
Mystical	Exceed
Face-like	Burn
Dandy	Stone
Matter-of-fact	Slow

BOSS Emerode (Modified)

Initial Reward Fairy Holder

Emerode (Modified) specializes in long-range attacks using a dark aura. During its attack motions, it possesses multiple rigid-hit frames for nearly every spell or skill, and it can even generate an aura barrier around itself similar to formation magic, making it difficult to break through its attacks in simple close combat. First, use Malik's "Vanish Flow" or "Air Pressure"—spells with many hits at long range—to reduce Emerode (Modified)'s rigid-hit frames, then send frontliners like Asbel or Sophie in to attack. For weapons, consider inflicting status effects; use Dualize to add a paralysis (麻痺) attribute.

▼ Boss Data



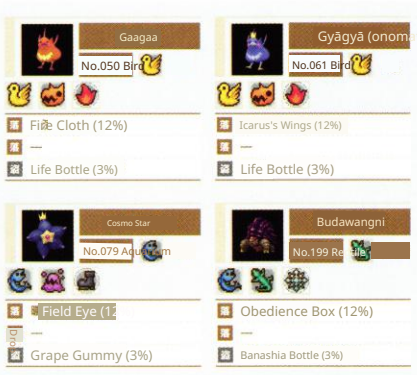
The secret art attacks a wide area centered on the enemy. To avoid total annihilation, at least

Floor 6 Strategy

Required Points: 12800

In the battles on Floor 6, target the Cosmostar that uses "Demonic Saber" first. While casting it becomes steel-bodied, but Asbel alone will find it somewhat difficult to break this. Have Malik support with moves like "Air Pressure" or "Vanish Flow." For Asbel's attacks, use "Demonic Flame Wave" to rack up hit counts or "Oborodukiyo" (Moonlit Haze) if you aim to inflict slow status. After dealing with the Cosmostar, postpone the Gyaagya that won't attack until it's the last one, and defeat Gaagaa and Budawangni in that order. Malik's "Frigid Coffin" is effective against the slower latter opponent.

▼ Enemy Data



Cosmostar moves quickly not only in battle but also while traversing dungeons. If you clumsily try to avoid combat and flee, you risk being attacked from behind.

▼ Items that may come out of treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Paralysis Check	9	Battlewear	17	Curse Check	25	Lavender
2	Ironware	10	Freeze Check	18	Mastery C	26	Mastery G
3	Poison Check	11	Platinumware	19	Energy Bottle C	27	Energy Bottle G
4	Steelware	12	Weak Check	20	Rareware	28	Arcana Bottle
5	Burning Check	13	Mithrilware	21	Sage	29	Red Sage
6	Runeware	14	Seal Check	22	Mastery EX	30	All Divide
7	Slow Check	15	Elixir	23	Energy Bottle EX	31	Hourglass
8	Stone Check	16	Dragon Blood	24	Shark Bottle	32	Red Lavender

▼ Shard Data

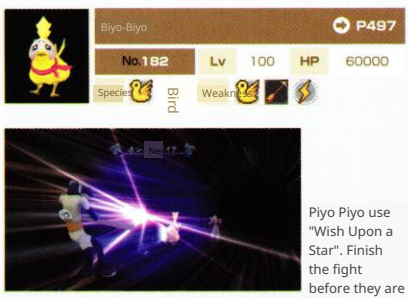
Properties	Types
Slippery	Revamp
Stubborn	Exceed
Heavy	Burn
Ominous	Stone
Groundbreaking	Slow
Wild	Defense
Heartful	Resist
Normal	Evade

BOSS Piyo Piyo

Reward: Grilled Chicken Bowl (Yakitori Don)

At the start of the battle, six Piyo Piyo appear. Each time you defeat one Piyo Piyo, a new Piyo Piyo will appear, and you win after defeating a total of 25 of them. Individually, each Piyo Piyo is not a difficult opponent if you strike its weaknesses properly, but there are simply so many that you should use wide-area attacks or arts to deal damage to groups. If using Asbel, equip the title "Enemy Chief" to add Bird attribute to his attacks. Use "Wind Fang Absolute Bite" and "Crushing Thunder Kill" to hit the remaining weaknesses. In the back row, Pascal, who can use Bird-attributed arts, is ideal. Keep spamming the wide-area attack "Grim Sylph" to hit many at once.

▼ Boss Data

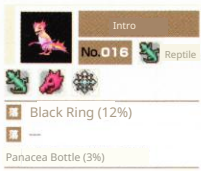


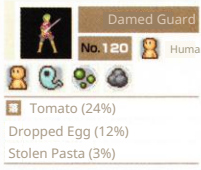
Piyo Piyo use "Wish Upon a Star". Finish the fight before they are Eless-broken.

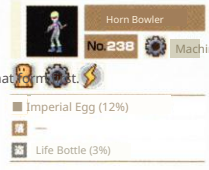
Required points: 25600

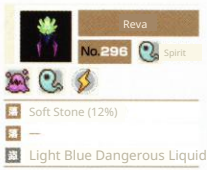
Poron, who immediately summons one ally when battle starts, may split into two fully healed units when its HP drops. Deal with the reinforcements first, then use consecutive attacks from all allies to quickly defeat them and prevent Poron's split. All summoned enemies are ones that can appear on floors other than Floor 7. If enemies from up to Floor 6 appear, handle them as before with no problem, but don't be careless if three new enemies that appear on Floor 8 or higher show up. Agathion has paralysis attacks, and Puorlka has weakening attacks. During battle, switch equipment to things like "Paralyze Check" or "Weak Check" to respond accordingly. Also, Intro has a very high level. Make sure to efficiently exploit its weaknesses to deal effective damage.

▼ Enemy Data









Like Poron, Puolkka also splits when its HP is reduced. In this enemy's case, the HP of the original form remains reduced, so defeat that form first.

Focus attacks on Poron using Malik's "Lady's Ruption", Sheria's "Divine Saber", Asbel's "Demon King Flame Wave", and similar skills.

▼ Items that may come out of treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Ty	9	Battle Edge	17	Paella	25	Seafood Stew
2	Steel Edge	10	Orange Perfume	18	Mithril Edge	26	Sage
3	Natural Perfume	11	Platinum Edge	19	Sexy Perfume	27	Rosemary
4	Red Perfume	12	Leaf Perfume	20	Lavender	28	Seafood Curry
5	Sea Bream Chazuke	13	Magical Perfume	21	Bouillabaisse	29	Red Lavender
6	Whisper of the Red Rose	14	Invitation of Mystery	22	Rare Edge	30	Red Verbena
7	Rune Edge	15	I'm Gentlemanly Today	23	Dandy Perfume	31	Red Sage
8	Marine Perfume	16	Pendessphere	24	Verbena	32	Red Rosemary

▼ Shard Data

Properties	Types
Bulky	Tension
Bold	Holly
Ominous	Rescue
Prickly	Poison
Untamed	Bararize
Gentlemanly	Freeze
Wonderful	Refeed
gracefully plain	Reforce

BOSS Gentle Eel

Initial Reward: Melomelo Kou

The Gentle Eel has an armored state when attacking. Make sure to evade with a defensive step, then counter near the end of the opponent's attack. If using Asbel, it is recommended to chain from "Shōōshin" into "Jaryō Issen" and then into "Demon King Flame Wave." When its HP drops below half, it begins a series of bizarre airborne rising attacks that start with a staircase-like motion. During these attacks, the armored state causes it to resist flinching an unusually large number of times, making it hard for front-line fighters to stop its movements. Have Malik repeatedly use "Vanish Flow" and wait for a spell to land directly to break the armor.

▼ Boss Data

Gentle Eel	P488
No.097	Lv 105 HP 351698
Species: ?	Unclear points

Even at the very end of an attack aimed at an ally, there is a chance to counterattack. Cl

Let's create the item to be offered

From floor 6 onward, the items required for offerings must be of very high value. Items purchasable in shops cannot meet the required points, so you will need to use Dualize to produce high-value items. Learn how to make the "Dream Frange," which can be mass-produced and used to earn money.

The locations to obtain the materials needed for crafting are shown on the right. Once you have gathered the materials, Dualize "Clay and a Rusted Sword" to create a "Noble Crystal." Then combine that with a "Rare Staff" to complete the "Dream Frange." This is sufficient up to floor 7, but from floor 8 onward you need an extra step. To raise the price, further Dualize Gentlemanly, Intimidating, Mysterious, and Innovative shards to change the nature of the "Dream Frange" to Dandy, Dangerous, or Wonderful.

▼ Materials required to create Dream Frange

Item name	How to obtain
Clay	Collected in District 66, Discovery 70 "Unrealizable Wish"
Rotten Sword	Dropped by Mythos Eye that appears in Lambda
Rare Staff	Grelleyside's Preferred Customer Item (Stamp 8th)

▼ Gentlemanly, Intimidating, Mysterious to obtain shards of the term

Nature of the s	Obtained at
Gentle	Zo-on Cage Floor 2 and Floor 8
Overbearing	So-on Cage Floor 3 and Floor 9
Mysterious	Zo-on Cage Floor 5
Groundbreaking	So-on Cage Floor 6

Requirement for Floor 7
If you want to reliably
then rank
Use four or more shards.

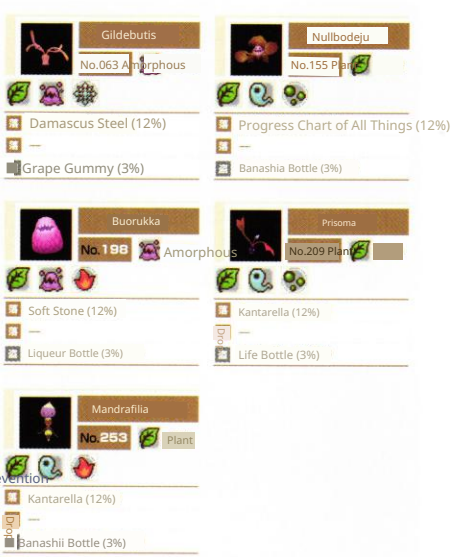
If you want to mass-produce items, use the Ele Spot to increase the materials required.

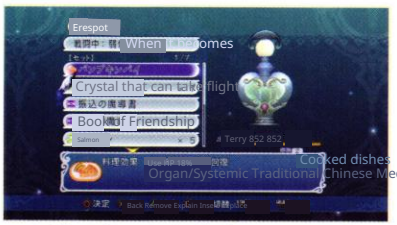
Floor 8 Strategy

Required points: 51200

If you keep Mandraphilia alive, enemies will have their HP restored by "First Aid." Set your allies' basic tactic to "Follow the Leader" and use focused attacks to take them down first. Then defeat them one by one in this priority order: Nulbodeju, which scatters flying projectiles over a wide area; Prisoma, which uses attacks with strong knockback; Gildeptis, which performs a self-destruct attack when its HP gets low; and finally Puolukka, which also appeared on Floor 7. All enemies share a common weakness to Plant, and they are also susceptible to Mental attacks and Burn. Attack with Asbel's moves such as "Rending Sakura," "Evil Spirit Slash," and "Demon King's Flame Wave."

▼ Enemy Data





Unlike Floor 7, the spawn rate of Puorukka is higher. Set a "Pump kin Pie" at the Eレスpot so you can recover from debuffs.

▼ Items that may come out of treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Banana	9	Red Scarves	17	Pudding	25	Pumpkin Pudding
2	Steel Staff	10	Hot-Blooded Scarf	18	Mithril Staff	26	Saffron
3	Long Scarf	11	Platinum Staff	19	Green Scarf	27	Mofumofu Scarf
4	Rune Staff	12	Blue Scarf	20	Great Nature Scarf	28	Savory
5	Banana Bi (Banana Vi)	13	Orange Scarf	21	Choco Banana	29	Chocolate Pudding
6	Pretty Scarf	14	Mikan (Mandarin Orange) Scarf	22	Chamomile	30	Red Chamomile
7	Beauty Scarf	15	Fumofumo Scarf	23	Rare Staff	31	Red Saffron
8	Battle Staff	16	Exisphia	24	Magical Scarf	32	Red Savory

▼ Shard Data

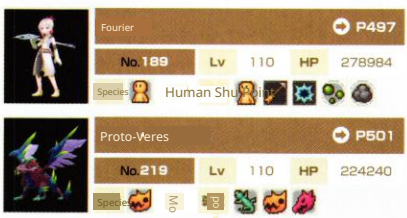
Properties	Types
refreshing	Poison
elegant	Paralyze
prickly	Freeze
bleak	Refeed
gentlemanly	Reforce
intimidating	Tension
gorgeous	Holy
unobtrusive	Rescue

BOSS Fourier, Proto-Veres

Initial Reward Fox

Fourier uses a long-range attack very similar to Pascal's Technique A. When his HP falls below half, he becomes more aggressive with his techniques. If Proto-Veres, who excels at close-range attacks, is still alive at that point, the battle becomes very difficult. Instruct your allies to follow the leader, focus your attacks so as not to lower Fourier's HP too much, and take down Proto-Veres. Once Fourier is alone, use Malik's "Vanish Flow" to attack and halt his movements, then try to add extra damage with Asbel's "Shock Emperor Quake" and "Demon King Flame Wave."

▼ Boss Data

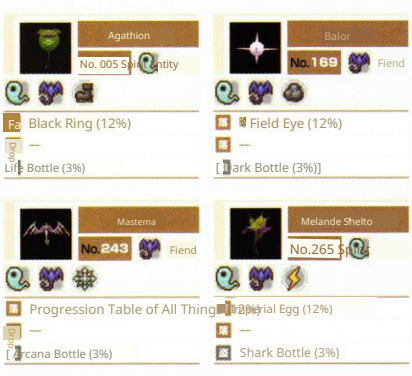


Floor 9 Strategy

Required points: 102400

Agathion inflicts paralysis, Balor causes petrification, Mastema deals burn (HP drain), and Melande Sherto causes slow; each has attacks that induce status abnormalities. At minimum, prevent petrification, which immobilizes, and burn, which prevents HP recovery, by using the "Choco Banana" or "Banana Pie" set in the Ere Spot and by equipping titles or gear such as "Burn Guard" or "Burning Check". In battle, order allies to "Follow the Leader" and defeat enemies one by one. Prioritize targeting Agathion who uses "Religious" (リリジャス), and exploit weaknesses with Asbel's "Evil Spirit Single Strike" (邪霊一閃) or the Demon King's "Flame Shockwave" (炎撃波).

▼ Enemy Data



After defeating Agathion, next target either Balor or Melande Shelto. Masterma, who has high HP and takes a long time to defeat, can be left for last.

▼ Items that may come out of treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Crab	9	Flower Anklet	17	Seafood S	25	Crab Fried Rice
2	Rizuretto (Rislet)	10	Petal Anklet	18	Moon Anklet	26	Rare Wristlet
3	Anklet	11	Rune Wrist	19	Platinum Wrist	27	Mystian Anklet
4	Iron List	12	Titanium Anklet	20	Star Anklet	28	Chamomile
5	Kanitama	13	Battle Wrist	21	Crab Rice	29	Crab Cream Croquette
6	Pretty Anklet	14	Moon Anklet	22	Mithril Wristlet	30	Mithril Anklet
7	Cute Anklet	15	Grim Anklet	23	Rune Anklet	31	Red Rosemary
8	Steel Wristlet	16	Diosphere	24	Rosemary	32	Red Chamomile

▼ Shard Data

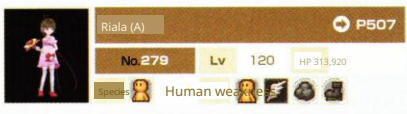
Properties	Types
Sharp	Refeed
Elegant	Reforge
Chilly	Tension
Sweltering	Holy
Intimidating	Rescue
Stimulating	Poison
Dangerous	Paralyze
Not enough	Freeze

BOSS Riala

Initial Reward: Ancient Donut

Riala mainly attacks using strike-based combos. While Asbel endures enemy attacks using sidestep and guard, wait for Malik in the back row to cast "Air Pressure" or "Vanish Flow," then when Riala is staggered, exploit the weakness with moves like "Demon King's Flame Wave" or "Obscure Moon 'Night'." When Riala's HP falls to about half, she will start using "Photon Blaze." The casting time is extremely short, so unless one of our spells happens to trigger at the perfect moment, you cannot interrupt it. When the enemy begins casting, be ready to avoid the spell by stepping.

▼ Boss Data



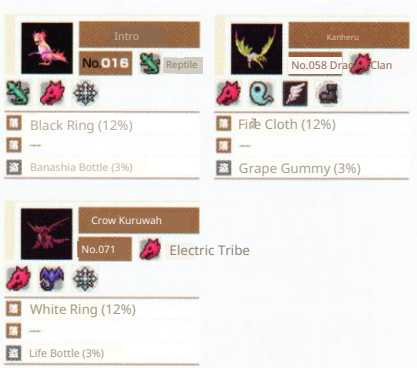
To make petrification or slow effects more likely to occur, it can be effective to add these

Floor 10攻略

Required points: 204800

Kanhel's exhaled breath inflicts a debuff effect. Prepare counters such as equipping "Weak Check" or setting "Peach Pie" on Erespot. Also, the enemies commonly share a weakness to dragonkin. If you have jewels with dragon attributes extracted from items like Balmung, it's a good idea to equip them. In battle, first target Inturo, who moves around with ramming attacks and interferes with the guards. With Asbel, 後 take advantage of the steel-body state when drawing his blade and, even if the enemy is ramming, forcefully deal damage by chaining from "Icecrushing Blade" into "Demon King Flame Blast," for example.

▼ Enemy Data



Allies often cannot escape well when surrounded by Kanhel. Controls Switch and get them out, or head to help before they get knocked down.

▼ Items that may come out of treasure chests

No.	Item Name	No.	Item Name	No.	Item Name	No.	Item Name
1	Life Bottle	9	Rune Plate	17	Special Check	25	Sage
2	Leather Plate	10	Stone Check	18	Mithril Plate	26	Arcana Bottle
3	Parallel Check	11	Battle Plate	19	Mastery C	27	Shark Bottle
4	Iron Plate	12	Freeze Check	20	Energy Bottle C	28	All Divide
5	Poison Check	13	Platinum Plate	21	Curse Check	29	Red Sage
6	Steel Plate	14	Weak Check	22	Rare Plate	30	Mastery G
7	Burning Check	15	Elixir	23	Mastery EX	31	Energy Bottle G
8	Slow Check	16	Ground Dark	24	Energy Bottle EX	32	Hourglass

▼ Shard Data

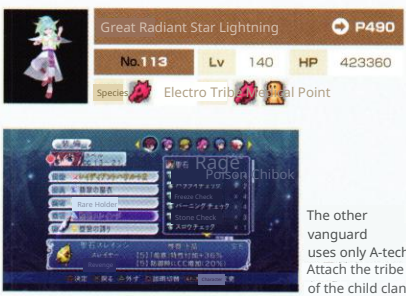
Sex Trade	Types
Hard	Vital
Old-fashioned	Speed
Hot and severe	Attack
Formal and stiff	Defense
Exciting	Mind
Mysterious	Resist
Soulful	Hit
Presence is like a	Evasion

BOSS Daiki Seiryū

Initial Reward: The Grimoire of Glory

Daiki Seiryū uses its metallic body to launch consecutive attacks. You should control Asbel to evade with steps and defend; when Malik's "Vanish Flow" hits and the enemy's metallic armor is removed, counterattack. Use A-techniques that exploit the enemy's weakness and chain them with "Sword Fang," "Rending Tremor Tiger Cannon," and "Pulverizing Dragon Slash." When Daiki Seiryū creates clones and increases to four bodies, focus entirely on defending. In tactics, instruct allies with "Do Not Attack" and have yourself keep running away with steps. If there is a risk that allies fail to escape and everyone might be wiped out, it is safer to use "Hourglass" to recover your stance.

▼ Post Data



The other vanguard uses only A-tech for a "full power att Attach the tribe attribute of the child clan here.

Final showdown with the powered-up Lambda

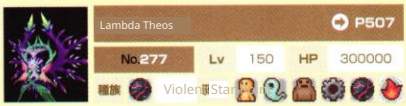
After defeating the Great Radiant Star Dragon on Floor 10 of Zo-on Cage, the final boss of the main story, which appears on the lowest level of the Gardia Shaft, changes from Lambda Angels into Lambda Teos, who has received the power of the elements from Lambda Angels. If you freely use valuable items such as “Elixir,” “Hourglass,” “Lazarus,” and “Arcana Bottles,” you can defeat it with allied character levels around 100. However, to ensure a more reliable victory, train companions to about level 130 and fully strengthen their equipment before challenging.

Although it had gone berserk, the Great Radiant Star Dragon of the Satellite Absolute Guardian System was collecting elements to prevent Lambda

BOSS Lambda Teos

Use Asbel as the vanguard's main attacker, and focus the team's coordinated attacks on the enemy’s weak points by primarily using “Evil Spirit Flash” and “Demon King Flame Blast” against foes with mental/body or human attributes. Equip the title “Enemy Researcher” to add the beast attribute if desired. Sophie joins as a frontline who also handles healing. In tactics, set “Follow the Leader” and “All-Out Attack.” For Malik, instruct “All-Out Attack (B Skills Only).” Turn off all usage settings except for “Vanish Flow” and have him relentlessly cast spells. Sheria specializes in healing: set her recovery priority in tactics to “Thoroughly” and also instruct her “Do Not Attack.” Equip titles that speed up casting, such as “Pride of Disenchantment” or “Pride of Purification.” Note that Lamdatheos inflicts every abnormal status except slow, seal, and death curse. Prioritize preventing statuses that lead directly to party wipeouts—such as petrification and burn—and prevent as many abnormal conditions as possible through gems and armor traits.

▼ Boss Data



When HP is reduced to half, it uses an attack that fires a large number of lasers. Position yourself with your back to the direction where there are no

In battle, Asbel should proactively initiate linked attacks from Red Guard. Enemies may erect a Violent Star Barrier; in that case, start the link with “Evil Spirit Flash” to break the barrier. If an ally is defeated and Sheria’s healing arts like “Nurse” or “Resurrection” are about to activate, revive them with a “Life Bottle”; otherwise, use an “Elixir” to bring them back. As HP decreases, magic-based attacks become harsher. In particular, if HP falls to one-quarter and they repeatedly use “Vanish Flow,” healing will barely keep up. When you have them on the brink, force an Eres Rise by consecutively using “Arcana Bottle,” then finish them off quickly with repeated Mystic Artes.

The Mystic Arte “Disaster Light” targets the player-controlled character. During Eres Break, move away from allies to avoid collateral damage.

Challenge Battle

This chapter features many special enemies that do not appear in the main story in challenge battles. Here we explain the enemies that appear in each battle and their weaknesses. Defeating the battles yields valuable items, so use this as a reference to take down tough foes.

Win battles to obtain rewards

The key to scoring high in "Challenge Battles" is to attempt them around the recommended level. As your level increases, the difficulty decreases, but the "Battle Points" you can earn will also be greatly reduced. Also notable is that the only usable items are "Grape Gum" ×5, "Life Bottle" ×3, "Elixir" ×1, and "Liqueur Bottle" ×3. In any fight, first use a "Liqueur Bottle" on the frontline members to prevent status ailments, and reserve the other items for emergency situations.

▼ Timing when Challenge Battles become available

Timing	Challenge Battle
No.001 After starting the main story	01、02
No.022 After reaching Oren Forest	03、04、10
No.043 After Richard joins	11
No.064 After Richard's post-war	05
No.085 After Hubert joins	06
No.120 After Richard's post-war	07、12
No.136 After reaching Fodlan	08
No.150 After reaching Lambda	09
No.163 After reaching the save point on the lowest level of Gardia Shaft	13～27

▼ List of Challenge Battles

Number	Title	Enemy Level	Reward
01	The Mystery of the Healing Wooden Sword	Lv4	Lefty & Righty (Disposition: Gentle; Special Effect: Holy [1])
02	Do Not Disturb the Beehive	Lv4	Grape Me
03	Ten-Person Sparring	Level 12	Longsword (Disposition: Old-Fashioned; Special Effect: Refeed [1])
04	Welcome to Apple Picking	Lv20	Apple Compote
05	Shijin Descends: Zack Balan	Level 28	Cocktail Dress (Nature: Mysterious; Special Effect: Dispellit [3])
06	Snowball Fight When It Snows	Level 36	Battle Wear (Nature: Chilly; Special Effect: Dislaze [3])
07	Christmas Has Ended	Level 44	Blood-Sucking Crystal
08	It became so small	Level 52	Fruit Knife (Property: Normal, Special Effect: Killer [3])
09	Star Dream Competition	Level 65	Rare Cloak (Property: Wonderful,.Special Effect: Dischaos [3])
10	There were four Solanus!!	Level 15	Knight's Armor (Quality: Superior, Special Effect: Disman 【2】)
11	Windle Three Musketeers	Lv25	Unstable (Trait: Provocative; Special Effect: Paladin [2])
12	Get out of my house	Level 52	Mithril Wear (Trait: Luke-like; Special Effect: Exceed [4])
13	The Prince's Inner Conflict	Lv70	Freeze Piece [5] (Trait: Dangerous)
14	Journey of Self-Discovery	Lv75	Durandal (nature ： Chunky, Special Effect: Disknown [4])
15	Surrounded by many treasure chests	Level 80	Strange 鬼
16	Please let this bad dream end	Level 85	Creeping C
17	An Ordinary Younger Brother Joins the Battle in Excess!	Level 90	Pitch-black Jumpsuit (nature quality, special effect: Deathsick (Dis-sick) [4]
18	We, the Laundry-Drying Squad	Level 95	Rescue Piece [5] (attribute: plain)
19	Megaton Punchers	Level 100	Necolett (attribute: Kongman-like, special effect: Attack [6])
20	Trinity Flyers	Level 110	○□○Roh (Nature: Natalia-like, Special Effect: Absorb [6])
21	Generalist	Level 120	Autumn Blade Fish (Nature: Eugene-like, Special Effect: Braver [6])
22	Gentlemen's Agreement	Level 130	Piyopiyo Meran (Nature: Gentlemanly, Special Effect: Rescue [6])
23	Graduation Ceremony Season	Lv140	Balkirin (Nature: Woodrow-like, Special Effect: Speed [6])
24	I want to eat morokyuu (cucumber with miso)	Level 150	Miso oden
25	The Three Sisters of the North	Lv160	Looper Wooper (nature unobtrusive, special effect: Disbard 【6】)
26	Shamballoon	Lv4	Rise Piece 【7】 (nature gai-sa)
27	Final Showdown! Four Dragons Assemble!	Lv175	Reforce Piece 【9】 (nature ： Soulful)

• Enemies that appear in Challenge Battles

Number	Enemy Yūji? (unreadable symbols)	HP	Species	Weakness Traits	A Skill Resistance	B Skill Resistance
01	Tree-protecting Spirit 5×4	222	Honey Plant	Light Plant	Very Weak	—
	Tree that yields a good bokkeshi ×1	1389	Figure: Plants	Plants, Impact: Old burns	—	—
02	Sansha-hand x11	150	Taiwan: Insect	Taiwan: Insect	—	—
	Queen Eight-hand ×1	300	Signed: Insect	Insect, Flight, Slashing	—	—
	Asbel's Seniors ×6	500	Sun: Human	Famous, Strike, マヒ	—	—
03	People throwing stones at themselves ×2	750	Human	Sun: Human, Slash graphic Shoot	—	—
	Who did Zou'er⊃ take? ×1	1000	Human	Sun: Human, Strike, Slash	—	—
	Reiji Zou person... ×1	1250	Sun: Human	Sun: Human, Package Spirit-embodied Blunt-foot	弱い	—
	Seven nine eight ×7	1480	Hu Ge	Honey Plant, Beast, Impact	—	Weak
04	Dark thief Summons Lord ×2	2719	Sun: Human	Day Human, Strike, Frozen	—	—
	つま↓ Food Hui Lai Person ×1	3100	Sun: Human	Famous, Strike, Slash, Transformation, Great Freeze, Burn	—	—
	Danger! ouuuei Hand ×1	2490	Taiwan: Insect	Flourishing Insect	—	—
	July Vermilion Bird Lykx 1	4400	Bawu	Slash, Burn	—	Very weak
05	Kame Genbu Black x1	4500	Crab Reptile	Water Lover, Reptile, Demon, Violent Star, Blunt-booted Strike	—	Very weak
	White Tiger Machine Mu Ma 880x1	4800	Book Mecha	Mecha, Impact, Death	Very weak	—
	Green Dinosaur Ten Thousand Yuan - ×1	4700	Crab Reptile	Reptile, Impact, Frozen	Very weak	—
	Coating-capable Great White Demon ×4	4200	Fiend	Sweet Su, Fiend, Ranged Attack, Severe poison	—	Very weak
06	Underground White` Demon ×3	2750	Fiend	Spirit, Fiend, Severe burn	—	Very weak
	Left-child-shaped White Demon ×2	3250	Fiend	Amorphous, Fiend, Impact, Burn, Petrification	Very Weak	—
	Poultry Bureau White` Demon	6830	Fiend	Deliver, Crow, Stash, Petrify	—	Very weak
	Battered Dagger You Vehicle	500	Inorganic	Wheat, Impact	—	Very weak
07	Rika Boga Good-hearted Rubbish	5200	Hu Huan	Beast, Human, Burn	Very Weak	—
	Evening Sun Plaza ×4	5292	Inorganic	Inorganic, Flying, Paralysis	—	Weak
	カ <L Arts Festival Host ×1	22222	Unknown	Sun: Human	Very Weak	—
	Weakness to large insects ×4	523	Withdrawn human	Sun: Human, Strike, Recoil	—	—
08	Fairy え~倪元る? ×1	4251	8 humans	Sun: Human, Strike, Severe poison, Freeze, Slowed movement	—	—
	Holiday <5) sleeping addition ラフ ×1	5252	Withdrawn human	Sun: Human, Strike, Slash	—	—
	My Household's Watchdog ×3	800	Invitation	Water	—	—
	Delivery at Dusk ×2	11111	8 humans	8 humans	Very weak	—
09	Sale of Nine ×2	11129	8 humans	8 humans	Very weak	—
	Condition at Dusk ×2	20580	Withdrawn human	Benjian	Very weak	—
	Reflection Lǒu Xi -×2	12279	Sun: Human	Sun: Human	Very weak	—
10	3 Ǒu Ǒu (Impostor) ×4	1874	歌	歌, Ruinous Star	—	—
	Cai Yi'er (y-×1	9620	8 humans	Sun: Human, Slash, Burn	—	—
11	Life True Eye True Eye ×1	4444	8 humans	8 human, Paralysis, Freeze	—	—
	Young female teacher ×1	13560	Sun: Human	Sun: Human, Shooting, Freeze, Dull Foot	—	—
	ハエ×4	12345	Insect	Insect, Fiend, Thai S, Fligh, Strike	—	—
12	Es ×2	4907	Still amorphous	Amorphous, Impact, Burn, Petrification	Very Weak	—
	Cordyceps sinensis ×1	13890	Ring Plant	Light Plant, Strike, Burn	—	—
	Fairy e×1	2250	Fiend	Fiend, Flying, Recoil, Petrification, Slowed	Very weak	—
13	Peeved Prince×1	70480	Ruinous Star	Day Human, Violent Star, Shooting Burn	Very weak	—
	Troubled Right Great Prince	60480	Violent Star	Human, Thai Star, Slash Gel Freeze	—	Very weak
	New Li Yu Yan Bi X1	57295	Convergence Spirits	Ruinous Star, マヒ	—	Very weak
14	Candidate Face 1×1	30000	Lo Plant	Plants, Spirit Burn	—	—
	Face Candidate 2×1	30000	Study Mecha	Mecha, Impact, Transformation	Weak	—
	Candidate Face 3×1	30000	Demon	Spirit Entity, Demon, Petrification	—	—
15	Dreaming Big ×12	18000	Like	歌	—	Weak
	Party's e LX3	8192	Spirit	Spirit, Ruinous Star, Paralysis	Weak	—
16	Forever Benevolent Sleep 5 ×3	2048	Spirit	Spirit, Flight, Strike	—	Very weak
	Decision 決 ×2	4096	& spirit	Spiritual Entity, Demon	—	Very weak
	Black Curtain ×1	8192	Monster	Demon, Violent Star, Flight, Shooting, Release, Freeze	—	—
17	Kuī a i me younger brother	204600	Amorphous	Amorphous, Slash, マヒ, Burn	—	Very Weak
	7 ér i yi so 25 i mu ×4	13610	Bin Amorphous	Amorphous, Impact, Burn, Petrification	Very Weak	—
	75 Yi me brothers ×1	27140	Still amorphous	Reduce Amorphous, Recoil, Petrification	Very Weak	—
	Cool and dry in the ground	20000	Fish Machine	Mechanical Shock, Paralysis	—	弱い
18	Scorching Flying Dry Inch ×2	20000	Spirit	Reduces Amorphous, Packaging, Spiritual Entity, Flight, Freeze, Ring Plants	Weak	—
	Moisture Absorb Dry Inch	20000	歌	歌, Return Impact	—	—

Number	Enemy Group	HP	Species	Post Office Characteristics	A Technique Resistance	Resistance
19	Featherweight ×1	20000	Fiend	獣 Fiend Ruinous Star	—	—
	Lightweight ×1	25000	Fiend	獣 Demon Violent Star Petrification	—	—
	Middleweight ×1	30000	Fiend	Inorganic Demon Ruinous Star Potent Poison	—	—
	Heavyweight ×1	40000	Fiend	獣 Demon Violent Star Burn	—	—
20	Gentle One ×3	32443	Plant	獣 Flight Shooting 6 Highly Venomous Petrification	—	—
	Possession Unbearable ×2	35932	Four Birds	Bird Flight Shooting Freeze	—	—
	On Closer Look, Gallant ×3	619790	Electric Tribe	Reptile Dragon Flight Petrification	—	—
	I Will Be the Decoy ×1	1000	Four Birds	Four Birds Shooting Frozen	—	—
21	Genius Surgeon ×1	247730	8 humans	8 humans Blunt % Severe Poison Slowed	—	—
	Mushroom ×1	47025	⑤ Plants	Plant Potent Poison Slowed	—	—
	Hand of God ×1	124232	獣	獣 Ranged Attack Slowed	—	弱い
	Beard ×1	99999	Human	2 Human Strike Slash Slowed	—	—
22	Gentleman ×1 toward granddaughter	100000	8 humans	Human Paralysis Frozen Petrification, Slowed Movement		—
	Gentleman ×1 against the boss	100000	Unknown	—	—	—
	Gentleman ×1 toward the audience	100000	? Unknown	Insects Aquatic Plant Amorphous 8 Human Inorganic Substance		—
	Gentleman ×1 regarding dominance	100000	Unknown	Water Star Burn	—	—
23	Legendary Curious Tree ×1	500000	⑤ Plants	Plant Strike Shooting Shock Freezing Burn	—	弱い
	Graduates ×4	22450	Human	8 humans Slash Nation Slowfoot	Very Weak	—
	Shadow Staring by the Tree ×4	54940	Human	8 humans Slash Burn Petrification Slowness	—	—
	Insensitive Person ×1	130240	Human	Human Burn	[weak]	—
24	Looking for cucumber ×1	108000	8 humans	2 Human blunt, slashing, impact, paralysis, petrification		—
	If it's a cucumber, it's me ×1	13890	Colorful plants	Ring Plant Piercing, fire, burn	—	Very Weak
	No, I will take the cucumber ×1	32760	Inorganic	Inorganic objects, machines: freeze, slow	—	—
	No matter how you look at it, it's definitely me... ×1	21450	Ray	Plant 獣 Impact	Very Weak	—
25	Eldest daughter ×1	335502	Human	8 humans Flight Paralysis Frozen	—	—
	Second daughter ×1	191560	Human	8 humans Mechanical % Vulnerification Petrification	—	—
	Fourth daughter ×1	154813	Human	8 humans Flight Burn Slowed	—	弱い
26	Balloon ×11	1	Spirit	Spirit Flight Slash	—	—
	Boss Balloon ×1	30	Q Spirit Entity	③ Spirit Entity Fiend Slowed	—	—
27	Great Radiant Star Dragon ×1	423360	Child Clan	Dragonkin Human Flying Shooting Impact	—	—
	Great Emerald Green Dragon ×1	307060	Turtle Tribe	Child Clan Flight Striking 90 Venomous Nation Slowfoot	—	—
	Great Sea Dragon ×1	307800	Turtle Tribe	Water Power Dragonkin Flying Slashing Paralysis Burn	—	—
	Great Red Lotus Dragon ×1	396000	Electric Tribe	Beast Dragonkin Flying Impact Freezing Petrification	—	—

Final Showdown! The Four Dragons Assemble! — Let's Conquer It

Here are key points for clearing the most difficult Challenge Battle, "Final Showdown! The Four Dragons Assemble!". Before attempting it, make sure your level is at least 175, strengthen your equipment as much as possible, and equip Slayer traits effective against dragons. For team composition, you must include Sophie and Cheria to remove incapacitation; make Asbel your main physical attacker, and add Malik or Pascal for ranged magical area damage. Tactically, set your members' strategy to "Follow the Leader" and target the Great Emerald Dragon with the lowest HP first. While doing so, you will be exposed to attacks from the other three dragons, so have Sophie and Cheria concentrate on healing to hold out. After defeating the Great Emerald Dragon, proceed to defeat the Great Azure Sea Dragon, then the Great Crimson Flame Dragon in that order. The Great Radiant Star Dragon attacks quickly and in rapid succession, which will break your guard. Use Asbel's frequent steps to lure the enemy, and reduce its HP from the rear with arts.

After entering Elesrise, activate the Mystic Arte from a position where it can hit many enemies at once.

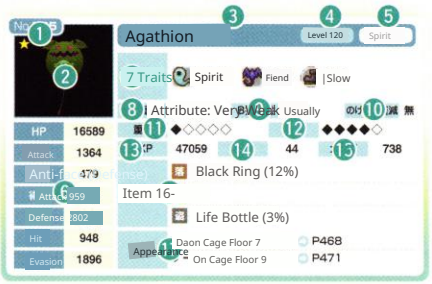
The Great Radiant Star Dragon's My Arte is nearly impossible to endure. Don't hesitate to use a "Life Bottle" on the healer.

Chapter 4
データ

Enemy Data

This section lists data not only for the 306 enemies registered in the Enemy Book but also for enemies and allied characters you may fight in various events. Use it when you want to know detailed enemy data or when completing the Enemy Book.

+ How to Read Enemy Data +



① Encyclopedia No.
The sequential number assigned to each enemy in the Enemy Book. The order of the data follows this number. Enemies that cannot be registered in the Enemy Book are grouped together on pages 510–511. ② Appearance
Appearance of the enemy. Enemies that may drop a Soul Orb when defeated are marked with a ☆.

③ Name
The enemy's name. In this book, enemies with the same name but different abilities or appearance conditions are ● treated as separate enemies. Such
④ enemies are distinguished like "●● (A)" and "●●● (B)". Lv
Enemy Level

⑤ Race
The enemy's race. Enemies belonging to the Violent Star (Bousei) cause a Violent Star Barrier (→P30) to occur and are displayed highlighted in red.

⑥ Parameters
The enemy's parameters. These are ability values that affect action outcomes in battle; values for Normal difficulty are shown. Details are as follows: HP: The enemy's health. Reducing it to zero by dealing damage defeats the enemy. Attack: The enemy's attack power. It affects the damage when the enemy uses skills classified as physical attacks.
Defense: The enemy's defense. It affects the damage received when you use a skill classified as a physical attack against the enemy.
Magic Attack: The enemy's magic attack power. It affects the attack power when the enemy uses a skill classified as a magic attack.
Magic Defense: The enemy's magic defense. It affects the damage when attacking the enemy with a skill classified as a magic attack.
Accuracy: The enemy's attack hit rate. The higher it is, the more likely the enemy's attacks will hit allied characters.
Evasion: The enemy's evasion ability. The higher it is, the more easily the enemy can avoid attacks from allied characters.

7 Weakness Traits
Enemy weakness traits. Attacking with weapons or attack methods that have the attributes shown here not only deals greater damage than normal, but can also trigger Weakness Linkages (→P31).

⑧ A Technique Resistance
Derives resistance against Arts techniques. Indicated in three levels: "Normal, We
Weak"

⑨ B Technical Resistance
This derives the resistance to burst techniques. Usually indicated in three levels: "Weak", "Very weak", and "—"

⑩ Reduce this backward bend
Indicates the possibility that the duration of the staggered state of an enemy will be shortened when the enemy is attacked. "Low" means a low probability and "High" means a high probability of shortening the staggered state. "None" means the stagger duration will not be shortened. 1. Weight Indicates the enemy's weight on a five-point scale. Weight affects how much the enemy is lifted or knocked back when attacked. The heaviest ◆◆◆◆ enemies will not be lifted or knocked back when they take damage.

⑪ Speed
Indicates the enemy's forward movement speed on a five-level scale. ● means roughly the same speed as allied characters; the more ◆ symbols there are, the faster the speed, and the fewer ◆

⑬ EXP
EXP gained when defeating an enemy

⑭ SP
SP obtainable when defeating an enemy

⑮ Gald
Gald obtainable when defeating an enemy

⑯ Items
Items obtainable from enemies. "Drop" indicates items the enemy drops when defeated, with the number showing the drop probability. "Steal" indicates items that can be stolen using a combat action with a stealing effect, with the number showing the steal s

1 Appears
Where enemies appear or events occur

No.001

Arsona

Level 85 | Spirit

Weakness Trait: Amorphous | Ethereal Body: Severe Poison

Type A Skill: Normal | attack resistance Very weak, no stagger reduction

HP	23000	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	807	EXP	12500	SP	53	Gald	1105
Anti-ho	2556				
Magic	624	Item -			
Magic	374				
Hit 12					
回避	1495				

Soft Stone (12%)

Light blue dangerous liquid (3%)

Appearance: Zoon Cage Floor 3 — P464

No.002

Ardain Golem

Lv70 | Inorganic

Weakness Traits: Inorganic | Demon

A attack resistance: Normal | Technique Resistance: No stagger reduction

HP	21560	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	1052	EXP	2956	SP	49	Gald	1069
Defens	804				
Magic	444	Item -			
Magic	582				
Briefi	493				
Evasion	431				

Arcane Gear (8%)

Banashia Bottle (3%)

Appearance: Telos Asty (Lineage toward the Future) — P356; Su Research Institute © P357

No.003

Avacoom

Level 23 | Machine

Weakness Traits: Human | Impact | Paralysis

Technique A Resistance: Weak | Technique B Resistance: Normal | Stagger resistance: Normal

HP	5555	Weight	◆◆◆◆◆	Speed	◆◆◇◇◇
Attack	256	EXP	383	SP	401	Gald	995
Defens	204				
Brow	230	Item -			
Magic	192				
Accurac	224				
回避	64				

Common Metal (100%)

–

Appearance: No.032 Event — P214

No.004

Auxilia

Lv70 | Machine

Weakness Traits: Human | Spirit | Machine | Paralysis

Technique A resistance: Weak | Technique B resistance: Normal

HP	14969	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	732	EXP	1689	SP	28	Gald	534
Defens	367				
Vibration Attack	711	Item -			
Magic	711				
Instan	327				
回避	360				

Luminous Core (8%)

Eternal Scar (1%)

Dark Bottle (3%)

Appearance: Elemental Research Institute P357

No. 005

Agathion

Level 120 | Spirit

Weakness Traits: Spirit | Demon, Sluggish

A Technique Resistance: Very Weak | Technique Resistance: Normal

HP	16589	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	1364	EXP	47059	SP	44	Gald	738
Defens	479				
Supp	359	Item -			
Magic	2802				
Accurac	948				
回避	1896				

Black Ring (12%)

Life Bottle (3%)

Appearance: Zoon Cage Floor 7 — P468; Zoon Cage Floor 9 — P471

No.006

Asbel?

Lv75 | Human

Weakness Traits: Human | 2 Spiritual | Pure Foot

Technique A resistance: Weak | Technique Traits: Normal

HP	2820	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	588	EXP	5441	SP	30	Gald	300
Defense Par	390				
Attac	453	Item Drop Apple Gummy (12%)			
Support	5390				
Accurac	487				
Huixun	546				

Ice Candy (24%)

–

出現: Zone Cage Floor 1/ P462

No.007

Adamant Weapon

Lv64 | 無機物

Weakness Traits: Inorganic | Fiend | Ruinous Star | 3 Flying | Paralysis

Technique A Resistance: Very Weak | Technique B resistance: Normal | Stagger Normal

HP	12773	Weight	◆◆◇◇◇	3	◆◆◆◆◇
Attack	864	EXP	1907	SP	26	Gald	361
防御	394				
特攻	316	Item			
Ma	552				
Accurac	406				
回避	355				

Decayed Sword (24%)

Carrot (12%)

Strange Gear (6%)

Appearance: Guardia Shaft (Lower Level) P339; Riot Peak (Lineage Toward the Future) P417

No.008

Akksubīku (Axe Beak)

Level 10 | Bird

Weakness Traits: Classic | Petrification

A attack resistance: Normal | Technique Res | Stagger | Weak

HP	714	Weight	◆◆◇◇◇	Speed	◆◆◆◆◆
Attack	104	EXP	14	SP	10	Gald	14
Defense	73				
Supplemental	62	Item			
Comp	47				
Accurac	74				
Turns	101				

Feather (24%)

Egg (12%)

–

出現: Green Forest — P206

No.009

Anastasia

Lv72 | Machine

Weakness Traits: Machine | Paralysis | Frozen | Burn

Technique A Resistance: Very Weak | Technique B resistance: Normal | Stagger reduction

HP	19813	Weight	◆◆◆◆◆	Speed	◆◆◇◇◇
Attack	822	EXP	2555	SP	36	Gald	737
Defense	431				
Bonus Attack 60%		Item			
Magic	836				
Accurac	542				
Return	371				

Arcane Gear (8%)

Radiant Howl (1%)

Holy Bottle (3%)

Appearance: Elemental Research Institute P357

No. 010

Alduina

Level 80 | Insect

Weakness Trait: Ins | Shooting | Frozen

Technique A resistance: Weak | Technique B Res | Stagger | Normal

HP	29030	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	2392	EXP	1280	SP	50	Gald	816
Wind Re	730				
Magic	563	Items			
Physic	1260				
Accurac	980				
回避	985				

Emperor's Claw (24%)

–

Instant Death Needle (18%)

Appearance: Untrodden Desert P255

No.011 アルメ・フゥリウーズ Level 52 Machine

Weakness Traits: Impact, Paralysis

A-attack Resistance: Technique B resistance: Stagger reduction none

HP	15500	Weight	◆◆◆◆◆	Speed	◆◆ 000
Attack/Defense	825	EXP	1519	SP	91
Defense	390	Drop	—		
攻	550	Item drop	—		
Magic Defense	757		—		
	436		T360 I below P402		
	298	Appearance			

No.012 Ankaragon Level 80 Electric Tribe

Weakness Traits: Electric Tribe

Skill A attribute Normal: Technique B resistance: Stagger reduction High

HP	115200	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	1225	EXP	21908	SP	800
Defense	863	Gald	27200		
	967	Item: Gray Ring (3%)			
Magic Defense	1125				
Accuracy	950	Appearance			
	422				

☐ Replace some strength with chemistry (50%)

☐ High Child Queen Crown (1%)

Area 13 (Genealogy of Future People) P307

Area 66 (Praise of Future People) P315

No.013 I-ichi Lv11 鳥

Weakness Traits: Flight, New System, Petrification

Skill A Resistance: Normal: Technique B resistance: Stagger reduction

HP	1144	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	163	EXP	21	SP	16
Defense	90	Gald	23		
Magic Attack	76	Items			
Supplemental Defense	53				
Accuracy	90	Appearance			
Return	123				

☐ Fur (24%)

☐ Feather (24%)

North Eight Mouth Second Road P207

East Divination Street P212

[No.014] イグラ 1981 Lv35 Insect

Weakness Traits: Strike, Freeze

Skill A Resistance: Normal: Technique B resistance: Stagger reduction

HP	3402	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	395	EXP	120	SP	21
Defense	173	Gald	54		
Supplemental Defense	173	Zi Line Emperor's Claw (12%)			
Compiler Defense	217		—		
Accuracy	195	Appearance			
	390				

☐ Seven Claws (24%)

☐ 21C Research Institute P286

Only one came down today (Manuscript of the Lineage o P441

No.015 イリュージョナー Level 50 Unknown

Weakness Traits: Register Insects, Hydrodrome, Amorphous, Human, Inorganic

Technique A typically has resistance: Stagger reduction

HP	22222	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	666	EXP	1256	SP	111
Defense	444	Drop	—		
Art Attack	222	Items	—		
Magic Defense	555		—		
Accuracy	444	Appearance			
	333				

☐ Multitalented Lower Dagger One Evening P438

No.016 Intro Level 130 Reptile

Weakness Traits: Reptile, Electric Tribe

A Technique Affinity Technique Resistance: Normal: Stagger reduction

HP	55692	Weight	◆◆◇◇◇	Speed	◆◆◆◆◆
Attack	1545	EXP	82342	SP	160
Defense	450	Black Ring (12%)			
Supplemental Defense	274	Items	—		
Magic Defense	685				
Accuracy	1130	Appearance			
Evasion	22				

☐ Strength Lower 2055

☐ 81 Art Divination Yuan (3%)

One Talent Ku Rank 7077 | P468

-*74470710 P472

No.017 Valonos Demon Lv42 Fiend

Weakness Traits: Flower Impact Co, Severe Poison Slow Foot

Skill A attribute Normal: Skill Resistance: Normal: Stagger reduction

HP	8954	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	868	EXP	410	SP	40
Defense	384	Gald	171		
Liang Gong 434		Items	—		
Magic Defense	384		—		
Accuracy	594	Appearance			
	482				

☐ T430 Below P404

No.018 [Victoria Level 28 Human

Weakness Traits: Only Human, Shooting, Frozen, Pure Foot

A attack resistance: Technique B resistance: Stagger reduction High

HP	13560	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	383	EXP	617	SP	460
Defense	383	Power Child 1377			
Magic Attack	323	Zi Line Feather Ba (100%)			
Magic Defense	393		—		
Accuracy	306	Appearance			
	399				

☐ Parchment (100%)

☐ No.013 Below イベント

No.019 ウィザード Lv26 Human

Weakness Traits: Human, New System, Flowed

Skill A Resistance: Normal: Technique B resistance: Normal: Stagger reduction

HP	3142	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	343	EXP	51	SP	18
Defense	165	Gald	30		
Supplementary Attack	165				
Magic Defense	165				
Accuracy	170	Appearance			
Return	191				

☐ Down (24%)

☐ Eight Major Arts Divination Yuan (18%)

Also descend to Xi Rock Desert P254

☐ 又 descend to Xi Desert Ruins P264

No. 020 ヴィザビー Lv61 Insect

Weakness Traits: Insect, Fiend, 暴星, Flying, Strike

Skill A Resistance: Normal: Technique B resistance: Normal: Stagger reduction

HP	12345	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	959	EXP	1433	SP	25
Defense	301	Gald	296		
Supplemental Attack	301	Item			
Magic Defense	376				
Accuracy	338	Appearance			
Evasion	677				

☐ Today 又 (24%)

☐ Holy Tree Golden Branch (12%)

☐ Tea leaves (6%)

Fanger (Z+7 Bu (Mid layer)) P337

☐ Ou Lower Evening Desert Ruins (Future) Genealogy Editi

No.021 **Wilbius** Lv61 Plants

Weakness Traits: Plant, Fiend, Ruinous Star, [Impact], Burn

A技耐性 Usually — Technique B resistance Normal — Stagger reduction Low

HP	105353	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	725	EXP	14328	SP	610
Defense	618	Items	Wooden Golden Branch (100%)		
Magic Attack	544		—		
Support	618		—		
En rou	1048	Appearance	Event No. 162		P333
回避	322		Event No. 172		P344

No.022 **Vecil (A)** Lv80 Human

Weakness Traits: Fiend, Burn

A技耐性 Usually — B技耐性 — Stagger reduction High

HP	192000	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	920	EXP	0	SP	6000
Defense	539	Items	Levantein (100%)		
Supplies	547		—		
Magic	524		—		
Accuracy	772	Appearance	Riot Peak P440		
Evasion	750				

No.023 **Veigue (B)** Level 100 Human

Weakness Traits: Burn

Technical properties: Typically Resistance Weak

HP	130240	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	700	EXP	0	SP	1000
Defense	980	Items	Magic Card No.69 (100%)		
Magic	450		Item Level Tree (5%)		
Support	640		—		
Accuracy	700	Appearance	Riot Peak P441		
Evasion	460				

No.024 **Veles** Level 45

Weakness Traits: Reptile, Electric Tribe

Skill A Resistance: Usually — Stagger reduction High

HP	48693	Weight	◆◆◆◆◇	Speed	◆◆◆◆◆
Attack/Defense	596	EXP	858	SP	89
Defense	448	Items	Elevator Key (100%)		
Magic			Ice Crystal (100%)		
Skill Defense	568		—		
Hits	568	Appearance	No. 104 Event		P284
Tiger	720				

No.025 **Werythes** Level 50 Machine

Weakness Traits: Mechanical Paralysis

Skill A Resistance: Weak — Stagger reduction

HP	6241	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	506	EXP	502	SP	45
Defense	494	Item	Strange Gear (24%)		
Magic	370		Dangerous Liquid (12%)		
Magic Defense	256		—		
Accuracy	200	Appearance	Basis Military Base P316		
Kaietsu	212		No.146 Event P312		

No.026 **Water Elemental Lv14** Spirit

Weakness Traits: Aquatic 2 Spiritual Flying, Paralysis

A: Durability Normal — Technique Resistance Very weak, stagger reduc

HP	635	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	121	EXP	20	SP	14
Bulletpro	383		Falling Rock Material (24%)		
Supplies	131	Item Core	Mist (12%)		
Magic Defense	66		—		
Accuracy	113	Appearance	Seaside Cave P223		
Evasion	227		Baronia Road P228		

No.027 **[Ubui-Ribat** Lv32

Weakness Traits: Fiend, Flight, Burn

Type A Skill: Normal — Technique Resistance — No stagger reduction

HP	3041	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	458	EXP	90	SP	20
Defense	228	Items	Pointed Tooth (24%)		
Magic	139		—		
Magic	149		Cabbage (15%)		
命中	357	Appearance	Fendel Mountain Tunnel P278		
Evasion	230		Riot Peak P439		

No.028 **Uragan Dragon** Lv29 Merchant Tribe

Weakness Traits: Reptile, Child, [Impact], 猛毒, Frozen

A: Low technical resistance — Reduce the backward bend

HP	9605	Weight	◆◆◆◆◇	Speed	◆◆◇◇◇
Attack	625	EXP	119	SP	33
Heat protection	185	Items	Hard Scale (24%)		
Elegant	255		—		
General	370		Thief Pork (18%)		
En route	232	Appearance	Strata Great Desert P283		
回避	129		Event No. 089		P268

No.029 **Uridishimu** Level 90

Weakness Traits: Dragonkin, Paralysis

Technique A resistance: Weak — No stagger reduction

HP	21822	Weight	◆◆◇◇◇	Speed	◆◆◆◆◆
Attack	510	EXP	14706	SP	40
Defense	580	Item Drop	White Ring (12%)		
捕攻	443		Black Ring (12%)		
Magic Defense	300				
Hit 9		Appearance	Zo'on Keiji Floor 4 P465		
Return	824				

No.030 **Uliboa (Uriboa)** Lv3

Weakness Trait: Beast

A技耐性 Usually — B技耐性 Usually — No stagger reduction

HP	260	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	59	EXP	10	SP	5
Defense	20	Item -	Fur (24%)		
Magic	19				
Magic Defense	20		—		
Accuracy	42	Appearance	North Rant Road (Childhood) P192		
Evasion	27		North Baronia Road P207		

No.031

Wolf Level 10

Weakness Traits: Strike, Burn

Technique A typical Skill Resistance

HP	1100	Weight	◆◆◇◇◇	Speed	◆◆◆◆◆
Attack	132	EXP	19	SP	14	Gald	21
Defense	94				
Magic Attack	57				
Magic Defense	81				
Accuracy	127				
Evasion	82				

Fur (24%)

♪Zaisi Chi (12%)

—

Appearance: Oren Forest P206, Behind Mount Rant P218

No.032

Evocatus Lv68 Machine

Weakness Traits: (* Spirit Entity, Machine, Paralysis, • Petrification

A Skill Resistance Weak Technique B resistance Normal

HP	15268	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	692	EXP	1745	SP	34	Gald	625
Defense	407				
Magic Attack	575				
Magic Defense	790				
Hit	512				
Evasion	350				

Twelve (8%)

500 million Pakwon (5%)

Appearance: Yukou ōzu Yukou 1 (Lineage of the Future Person) P356, Element Research Institute P357

No.033

Equites Level 50 Machine

Weakness Traits: Human, Ma, Paralysis

A-tech耐性 Weak Technique B resistance Normal

HP	6926	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	506	EXP	502	SP	24	Gald	199
Defense	256				
Extra	370				
Magic	509				
Accuracy	377				
Date	258				

Long-lasting Liquid (24%)

Item: Strange Gear (12%)

—

Appearance: Eighth Military Base P316

No.034

Egregoroi Lv75 Unknown

Weakness Traits: You Amphous, Human, Spirit Entity

A attack resistance Technique B resistance Normal

HP	18975	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	738	EXP	4761	SP	53	Strength	1233
Defense	623				
Magic Attack	494				
Magic Defense	823				
En rou	660				
Evasion	660				

Day Eight Evening (12%)

Item: Demon's Claw (6%)

Substance of Another World (3%)

Appearance: Nouxi, Rika, Otherworldly Paradise (Upper Layer)

No.035

Escaton Wyvern Lv52 Electric Tribe

Weakness Traits: Reptile, Electric, Fiber, Ruin, Potent Poison

A-attack Resistance B-skill Affinity Normal Stagger Reduction

HP	16410	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	970	EXP	1063	SP	43	Gald	329
Defense	330				
Insert	454				
Mi De	650				
Hit	4				
Evasion	229				

Talk: Emperor's Claw (24%)

Lower Ku7 (12%)

Two of Electricity (6%)

Appearance: Jin si Xi Lan P322, Riot Peak (Lineage Toward the Future)

No.036

Ekke Level 80 Inorganic

Weakness Traits: Frozen

Skill A Resistance Weak Technique B resistance Normal High

HP	4	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	990	EXP	13000	SP	200	Strength	Down 8160
Defense	1020				
Armor					
Magic Defense	1739				
Accuracy	563				
Evasion	692				

Day 7170 Xi Zhou (3%)

Items: Ba Yi Ku Er Ye Xi Yi (3%)

—

Appearance: P374

No.037

1 X mouth once Level 63 Human

Thrown in the human [Mech] world

Weakness Traits: Ruin, Stirring, Paralysis

A attack resistance Normal Skill attribute Stagger reduction High

HP	80040	Weight	◆◆◆◆◆	Speed	◆◆◆◆◇
Attack	680	EXP	17338	SP	630	Shu Erbu	13515
Defense	660				
Magic Attack	680				
Magic Defense	730				
En rou	720				
Evasion	750				

—

—

—

Appearance: No.1 Pearl no. 1 below P321

No.038

Ⅱ X mouth once road Level 95 Human question

Water flower, Literature, human, Machine

Weakness Traits: Flight paralysis

A attack resistance Technique B resistance Normal

HP	3355	Weight	◆◆◆◆◆	Speed	◆◆◆◆◇
Attack	10	EXP	120000 SP	950	Gald	28928
Defense	224				
Magic Attack	600				
Magic Defense	551				
Hit	1027				
Evasion	922				

Garden worker ai (5%)

Items: Ku5 Donburi (1%)

—

Appearance: ゾーオンケイジ フロア5 P466

No.039

Craft — a little effort Lv21 Human

Weakness Trait: H, New inspection

Skill A Resistance: Technique B res, Light R, Normal

HP	3000	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	345	EXP	55	SP	27	Book Down	13
Defense	172				
Magic Attack	130				
Defense	172				
Nanzhou	154				
Evasion	172				

Bu Water (24%)

Zi-zai Zhe, Blade (12%)

—

Appearance: Saiyi Forest P206, Eight mouth Two City P242

No.040

Erisso Lv35 Human

Weakness Traits: Human, Machin, Sh, Paralysis, Frozen, Slowed

Skill A Resistance: Technique B resistance Normal

HP	6867	Weight	◆◆◆◇◇	Speed	◆◆◇◇◇
Attack	613	EXP	0	SP	20	Galdo	216
Defense	316				
Yixing	304				
Magic Defense	316				
Accuracy	254				
Evasion	285				

Hand of (24%)

: Mask of the Elf (6%)

Appearance: 5 Cai Down Dagger - Ku P436

No.041 Eldra Trent

Level 46 | Plant

Weakness Traits: 衝撃 | 猛毒

A 被耐性 | B 被耐性 | Stagger 軽減 無

HP	10523	Weight	◆◆◆◆◇
Attack	548	EXP	600
Defense	420	SP	42
Magic	329	Gald	222
Defen	420		
Accurac	528		
Evasion	203		

Item: Sacred Wood's Golden Branch (24%); Secret Fruit (12%); Adhesive (9%)

Appearance: Zone 13 P307

No.042 Elemiar Raptor Lv49

Reptile

Weakness Traits: Paralysis | Shooting | Petrification

A Resistance Normal | B Technique Resistance Very weak, stagger reduc

HP	7536	Weight	●●○○○
Attack	648	EXP	457
Bulletpro	590	SP	24
Magic A	91	Gald	135
Magic Defense	227		
Accur	428		
Evasi	311		

Item: Emperor's Claw (24%); Item: Shark Tooth (12%); –

Appearance: Area No. 66 P315; Riot Peak (Lineage Toward the Future) P418

No.043 Eleos Eye

Lv42 | Fiend

Weakness Traits: Fiend | Ruin | Flight | Sh | 猛毒 | Paralysis

A Resistance Normal | Technique B res | Stagger | Normal

HP	6268	Weight	◆◆◆◇◇
Attack	772	EXP	293
Defense	341	SP	29
Magic Attac		Gald	114
Tange	341		
Accurac	534		
Turns	434		

Item: –; Item Collection; –

Appearance: T43 Event; P404

No.044 "Erensuge"

Level 69 | Reptile

Weakness Traits: Reptile | Flight | Paralysis | Frozen

Technique A Resista | Very Weak | のけぞり軽減 無

HP	15162	Weight	◆◆◇◇◇
Attack	872	EXP	1620
Bulletproof	364	SP	35
Auxiliary Attack	146	Gald	667
Magic	547		
Accura	601		
回避	437		

Item: Beef (12%); Monster Scale (4%); Dragon Scale (3%)

Appearance: Strata Desert Ruins (Lineage to the Future) P352; District 13, District 66 (Lineage to the Future) P307, P315

No.045 Ovinik

Lv68 | Wa

Weakness Traits: 獣 | Fiend | Impact | Burn

Technique A Resistance Normal | Technique B Resistance Normal Low

HP	19388	Weight	◆◆◆◆◇
Attack	855	EXP	2943
Defense	404	SP	48
Magic A	377	Guard	938
Capture Defense	609		
Comm	836		
Evasion	539		

Item: Drop Rice (12%); Item: Spring Moment Fur (4%); Highest-Grade Fur (3%)

Appearance: Fendel Glacier Ruins (Lineage Toward the Future) P343; Otherworldly Paradise P359

No.046 Old Bat

Level 16 | 獣

Weakness Traits: 獣 | Flight | Slash | Paralysis

A 被耐性 | Weak to B-type R | Light Rock

HP	1183	Weight	◆◇◇◇◇
Attack	237	EXP	20
Defense	116	SP	13
Supplem	70	Gald	16
Magic D	75		
Accurac	181		
回避	116		

Item: Tattered Teeth (24%); Items: Pointed Tooth (12%); Tomato (24%)

Appearance: Underground Royal Capital P225; Wallbridge Underground Ruins P229

No.047 Oglubat

Lv29 | Wa

Weakness Traits: Dark | Flight | Shooting

Co Severe Poison

Skill A Resistance: B Technique Resistance Weak | Stagger reduction

HP	2641	Weight	◆◇◇◇◇
Attack	396	EXP	51
Defense	178	SP	15
Magic A	165	Gald	29
Magi	116		
En ro	288		
Evasion	185		

Item: Fang-like teeth (24%); Item: Crumbling Teeth (12%); Cheese (18%)

出現: Strata Desert Ruins P264

No.048 Osso

Lv40 | Human

Weakness Traits: Human | Strike | Slash | Poison | Donzu (Dunzu)

A 被耐性 | B 被耐性 | Stagger Reduction

HP	8371	Weight	◆◆◆◇◇
Attack	700	EXP	0
Defense	361	SP	20
術攻	346	Speed	◆◆◆◇◇
Yufang	1	Gald	299
Accurac	290		
Return	325		

Item: Salmon (24%); Items: Fallen pie crust (12%); 焼酒 (6%)

Appearance: Riot Peak P437

No.049 Karka (Kākā)

Lv29 | 鳥

Weakness Traits: 鳥 | New Strike | Frozen

Type A Skill: Normal | Technique Res | No stagger reak

HP	2939	Weight	◆◇◇◇◇
Attack	351	EXP	68
Defens	180	SP	19
術攻	153	Gald	37
Rope			
En ro	208		
Evasion	285		

Item: Clean Feather (24%); Items: – ; Egg (18%)

Appearance: Event No. 089; P268

No.050 Gaa Gaa

Level 100 | Ju

Weakness Traits: 獣 | Mo | Burn

Technique A Normal | Weak to B-type R | No stagger reduction

HP	17136	Weight	◆◇◇◇◇
Attack	1671	EXP	13529
Defens	615	SP	36
術攻	523	Gald	632
Magic D	400		
Accurac	712		
回避	972		

Item: Fire Drop Cloth (12%); Items: – ; Life Bottle (3%)

Appearance: Zo-on Keiji Floor 6 P467

No.051 Power One Yi Level 5 Human
Weakness Traits: Human Strike 0 Venomous Burn
Skill A Resistance: Sun Technique Resistance Normal
HP 34773 Weight ◆◆◆◇◇ Speed ◆◆◆◆◆
Attack 780 EXP 1256 SP 90 Gald 576
Defense 699
Items セージ(100%)
Accuracy 448
Appearance No. Under D P290

No.052 [Line I down a bit Level 30 Human
Weakness Traits: Human Strike Slash Paralysis Frozen Burn
A-technique usually Technique Resistance Normal
HP 5494 Weight ◆◆◆◇◇ Speed ◆◆◆◇◇
Attack 527 EXP 0 SP 0 Gald 156
Defense 271
Magic Attack 261 Yi Zai Eight Xia (12%)
Magic Defense 271 Oil Eye Ten You (6%)
Accuracy 218
Return Value 245 Appearance Nei Cai Under Bi One Evening P435

No. 053 Gargantua Lv42 Insect
Weakness Traits: Shooting Freeze
Skill A Resistance: Technique B resistance Normal
HP 7439 Weight ◆◆◇◇◇ Speed ◆◆◆◇◇
Attack 631 EXP 586 SP 86 Gald 342
Defense 297
Items
Magic Defense 371
Accuracy 260
Evasion 519 Appearance T460イヘ under P404

No.054 "Kalkos Wulf" Level 58 獣
Weakness Traits: Crab Demon Ruinous Star Impact Burn
A-technique usually Technique B with Wagon Reduction Property
HP 15254 Weight ◆◆◇◇◇ Speed ◆◆◆◆◆
Attack 843 EXP 1077 SP 25 Book 244
Defense 411 Sharp Tooth (24%)
Zi Line Emperor's Claw (12%)
Magic Defense 268 Sun Three's Hand (6%)
Accuracy 444 Su'er アフト (Upper layer) P335
Evasion 344 Appearance Wind Turbine Ruins P346

No.055 【Rikishi—Aai Itto】 Lv77 Electric Tribe
Weakness Traits: Aquatic any Reptile 獣 Child Psychic Entity Demon
Skill A Resistance Weak Technique B resistance Stagger Reduction Low
HP 7936 Weight ◆◆◆◆◆ Speed ◆◆◇◇◇
Attack 1046 EXP 5761 SP 54 Strength (Qi'er) 1296
Defense 488
Magic Attack 670 Inch-by-Inch Stone Bone (8%)
Magic Defense 975 Newton (4%)
Accuracy 10 Small Bone powder (3%)
Evasion 339 Appearance Today evening, Strength Na (lower layer) P370

No.056 Gun Spider Level 65 Insect
Weakness Traits: Beneficial Insect Strike
Skill A attribute: normal B attribute: normal Stagger Reduction
HP 8108 Weight ◆◆◇◇◇ Speed ◆◆◆◆◇
Attack 620 EXP 1049 SP 26 Garde 385
Defense 320 タマゴ(12%)
Magic Attack 300 What life-taking meter (4%)
Art Defense 1 Instant-death Needle (3%)
Accuracy 361
Evasion 721 Appearance Ubusu Desert Ruins Heritage (Future) genealogy) P352
Ubusu Desert Ruins (Genealogy of Future People) P307, P

No.057 Strength Lower Ubusu One Lv14 Water Tower
Weakness Traits: Aquatic New Str Burn
Skill A attribute: Technique B resistance Normal
HP 1111 Weight ◆◇◇◇◇ Speed ◆◆◆◆◆
Attack 161 EXP 20 SP 14 Galdo 18
Defense 66 Day Shell (24%)
Magic Attack 76 Not OK (6%) サ
Magic Defense 130
Accuracy 136
Evasion 147 Appearance Seaside Cave P223
South Hakkuchi Second Road P228

No.058 Kanheru Level 130 竜族
Weakness Traits: Child Clan (Spirit) Entity (Pure Foot
CA Skill Resistance Weak Day Skill Affinity Stagger Reduction
HP 53040 Weight ◆◆◆◇◇ Speed ◆◆◆◆◇
Attack 1786 EXP 108824 SP 100 Shu'er 5345
Defense 742 Fire Washing Cloth (12%)
Magic Attack 879 m -
Yang Defense 1278 Day September (3%)
Hit 924
Towa 1113 Appearance ゾーオンケイジ フロア10 P472

No. 059 Ping Yiren Lixia'er Lv46 Insect
Weakness Trait: Insect Flight Strike Slow
Technique A typical technique Technique B resistance Normal Reduction
HP 5554 Weight ◆◆◇◇◇ Speed ◆◆◆◆◇
Attack 518 EXP 343 SP 24 Division 111
Defense 227 Sun Emperor's Claw (24%)
Magic Attack 227 Accuracy ??? Only (12%)
Yu Defense 284
Accuracy 256
Evasion 512 Appearance District 13 P307
Area 66 P315

No.060 Kinametsin Level 80 Inorganic
Weakness Traits: Plant Petrification
A attack resistance Technique Weak High stagger
HP 58061 Weight ◆◆◆◆◇ Speed ◆◆◆◇◇
Attack 1188 EXP 13000 SP 200 Electricity Child 8160
Defense 1120 ソードレジェンディア(3%)
Magic Attack 663 Item drop
Magic Defense 839
Accuracy 663
Evasion 792 Appearance Jīn yǒu xī, lì nà (lower layer)
Jīn yǒu xī, lì nà> (75 cores) P374

No.061

Gyāgyā (onomatopoeia) Level 100

Weakness Traits Burn

Technique Resistance: Normal

HP	39984
Attack	2101
Defense	703
Magic Attack	597
Magic Defense	457
Accuracy	712
Evasion	972

Weight ◆◇◇◇◇ Speed ◆◆◆◇◇
EXP 25412 SP 45 Gald 843

Item
- Icarus' Wings (12%)
- –
- Life Bottle (3%)

Appearance: Zo-on Keiji Floor 6 P467

No.062

Gira Dagger Level 80 Inorganic

Weakness Traits Inorganic 猛毒

Technique Attribute: Normal High Flinch Reduction

HP	61610
Attack	868
Defense	1520
Magic Attack	563
Magic Defense	1239
Accuracy	563
回避	692

Weight ◆◆◆◆◇ Speed ◆◆◆◇◇
EXP 13000 SP 200 Gald 8160

Items
- Innocent Shine (3%)
- –
- –

Appearance: Rastakanan (Lower Layer) P370
Rastakanan (Fodra's Core) P371

No.063

Gildeptus Level 110 Amorphous

Weakness Traits Amorphous Freeze

A-tech Resistance: Very Weak Attribute: This stat

HP	25820
Attack	1[illegible]9
Physical Defense	411
Magic Attack	435
Magic Defense	1473
Intelligence	657
Evasion	927

Weight ◆◇◇◇◇ Speed ◆◆◆◇◇
EXP 37647 SP 20 Gald 666

Items
- Damascus Steel (12%)
- –
- Grape Gum (3%)

Appearance: Zoon Cage Floor 8 P470
Riot Peak (Genealogy Toward the Future) P443

No.064

Queen Slime Lv20 Amorphous

Weakness Traits Amorphous "Slash" Paralysis Burn

A attack resistance: Normal Stagger Reduction Low

HP	4320
Attack	256
Defense	245
Magic Attack	151
命中	224
Accuracy	152
Evasion	120

Weight ◆◆◆◆◇ Speed ◆◆◆◇◇
EXP 288 SP 360 Gald 816

Items
- Chamomile (100%)
- –
- –

Appearance: No.037 Event P221

No.065

Gūp Karobar Lv32 Amorphous

Weakness Traits Amorphous Xinhua Potent Poison Burn

A Technique Resistance: Very Weak Stagger Reduction

HP	4147
Attack	447
Defense	169
Magic Attack	160
Magic Defense	605
Accuracy	217
回避	306

Weight ◆◇◇◇◇ Speed ◆◆◆◇◇
EXP 90 SP 20 | Guard 45

Items
- Dangerous liquid (24%)
- –
- Sea bream (15%)

Appearance: Fendel Mountain Tunnel P278
Riot Peak (Genealogy Toward the Future) P443

No.066

[illegible]Gratowolf Lv43 獣

Weakness Traits [illegible] Shooting Burn

A 接耐性 B Technique Resistance: Weak Reduction

HP	7695
Attack	420
Defense	349
Magic Attack	213
Magic Defense	228
Accuracy	478
回避	308

Weight ◆◆◇◇◇ Speed ◆◆◆◆◆
EXP 322 SP 29 Gald 122

Item
- High-quality fur (24%)
- Highest grade fur (12%)
- Crab (12%)

出現: Untouched snowy path P303

No.067

Crayen Golem Lv50 Inorganic

Weakness Traits Unauthorized Mechanism Strike Impact Paralysis Slowed

A接耐性 Usually B attack resistance Very weak, no stagger reduction

HP	11340
Attack	945
Defense	576
Mei Gong	318
Defence	250
Comprehension	353
Evasion	120

Weight ◆◆◆◆◇ 速さ ◆◆◆◇◇
EXP 879 SP 42 Gald 288

Items
- Earthling Vessel (24%)
- –
- Clear Core (9%)

Appearance: Basis Military Base P316

No.068

Granite Otas Lv25 Reptile

Weakness Traits Water Slathering Shooting

Strong: Freezing

A接耐性 Normal B attack resistance Very weak, no stagger reduc

HP	3900
Attack	400
Defense	360
Extract Attack	60
Physical Defense	150
Accuracy	244
回避	178

Weight ◆◆◆◆◇ 速さ ◆◇◇◇◇
EXP 81 SP 30 Gald 57

Item
- Hard scales (24%)
- Whirlpool Shell (12%)
- Shrimp (18%)

Appearance: Strata Great Desert · East P257
Inside Rock Gagan P258

No.069

Grief Eye Level 66 Fiend

Weakness Traits Xinya Potent Poison

A 接耐性 B 接耐性 Nozo 無

HP	12005
Attack	843
Defense	468
Magic Attack	529
Comprehension	453
Hit 80	
回避	680

Weight ◆◆◇◇◇ Speed ◆◆◆◆◇
EXP 1154 SP 27 Gald 411

Items
- Bread (12%)
- Top-secret Fruit (4%)
- Cheese (3%)

Appearance: Strata Desert Ruins (Lineage Toward the Future) P258

No.070

Green Slime Level 14 Amorphous

Weakness Traits Amorphous Impact Burn Petrochemical

A Technique Resistance: Very Weak Stagger Reduction

HP	1361
Attack	160
Anti-Lake	60
Magic Attack	79
Concentration	285
Accuracy	96
Return	136

Weight ◆◇◇◇◇ Speed ◆◆◆◆◇
EXP 16 SP 1 Gald 14

Items
- Mysterious Liquid (24%)
- –
- Shrimp (24%)

Appearance: Seaside Cave P223
Riot Peak (Lineage Toward the Future) P413

No.071 **Kurou Kuruwahha** Level 130 Merchant Tribe

Weakness Trait: Child Rage, Demon, Fire

Technique A Resistance: Very Weak, Normal

HP	88400	Weight	◆◆◆◆◇	Speed	◆◆◇◇◇
Attack	1964	EXP	122941	SP	200
Bulletproof	725				
Magic	1130				
Magic Defense	1843				
Accuracy	1027				
Evasion	1071				

Gardo 2423

Items: White Ring (12%), –, Life Bottle (3%)

Appearance: Zo-on Keiji Floor 10 P472

No.072 **Gloom Beetle** Lv32 Insect

Weakness Trait: Ins[illegible] Flight, [illegible] - Impact

Technique Resistance: A Normal

HP	2488	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	337	EXP	58	SP	15
Defense	136				
Magical Attack	130				
Magic	170				
Accuracy	159				
Evasion	318				

Gald 36

Items: Pointed Claw (24%), Emperor's Claw (12%), Peach (15%)

Appearance: Fendel Borderlands P276, Fendel Plateau P279

No.073 **Kuwakuwa** Level 71 鳥

Weakness Trait: Film

Attribute A: Normal Technique Resistance: Very Weak

HP	9646	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	753	EXP	1858	SP	29
Defense	437				
Magic	372				
Magic Defense	284				
Accuracy	506				
Evasion	692				

Garde 531

Items: Meteorite (8%), Seraphic Hearts (1%), Nori (3%)

Appearance: Otherworldly Paradise P359

No.074 **Kevlaraptor** Lv17 Reptile

Weakness Trait 2: Rapid

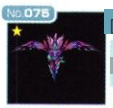
A attack resistance: Normal Technique Resistance Very weak, stagger red

HP	1954	Weight	◆◆◇◇◇	Speed	◆◆◆◆◆
Attack	244	EXP	27	SP	16
Defense	238				
Magic Attack	37				
Magic Defense	91				
Accuracy	151				
Evasion	110				

Gald 22

Items: Chipped Claw (24%), Pointed claw (12%), Beef (21%)

出現: Wallbridge Underground Ruins P229, Riot Peak P437



No.075 **[Keimorn Harpy** Level 56

Weakness Traits: Ruinous Star, Petrification, Slowed

Attribute A: Normal Attribute B: Low Technique Resistance

HP	13129	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	869	EXP	1112	SP	31
Defense	454				
術攻	276				
Magic	236				
Accuracy	622				
回避	400				

Gald 285

Items: Beautiful Feather (24%), Milk (12%), Chocolate (6%)

Appearance: Gardia Shaft (Upper Layer) P335

No.076 **ゲー Boa** Lv74 獣

Weakness Trait: Ins[illegible] Reptile, 獣

Attribute B: Low Technique Resistance

HP	12991	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	976	EXP	3092	SP	37
Defense	599				
Magic Attack	365				
Magic Defense	391				
Accuracy	820				
Evasion	527				

Gald 793

Items: Egg (12%), Amazing Blade Item (4%), –

Appearance: Rastakanan (Upper Layer) P366

No.077 **Gellan Golem** Level 58 Inorganic

Weakness Traits: [Unaut[illegible] Fiend, Ruinous Star, Blunt Strike / Impact, Slowed

Skill A Resistance: Normal Technique Resistance: Very Weak

HP	28647	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	979	EXP	1884	SP	43
Defense	667				
Artillery Attack	868				
Chicken	395				
Accuracy	409				
Evasion	128				

Gald 487

Items: Earth-Spirit Vessel (24%), Potato (12%), Strange Gear (6%)

Appearance: Gardia Shaft (Upper Layer) P335, Wind Engine Ruins P346

No.078 **Kenturio** Level 53 Inorganic

Weakness Traits: Human, [Inorganic], Machine, Paralysis

A attack resistance: Normal

HP	45483	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	512	EXP	1671	SP	91
Defense	521				
Magic Attack	376				
Magic Defense	523				
Accuracy	768				
Evasion	731				

Gald 703

Items: Strange Gear (100%), Item: Decayed Sword (100%), –

出現: Event No. 146 P312

No.079 **Cosmo Star** Level 100 Hydro Machine

Weakness Trait: Attractor, Morpholith, Slowed

A Technique Resistance: Very Weak

HP	20580	Weight	◇◇◇◇◇		◆◆◆◆◆
Attack	1350	EXP	21412	SP	45
Defense	457				
ATK	627				
Defense Insert	1089				
Accuracy	949				
回避	1028				

Gald 119

Items: Eye of Rakuyo (12%), –, Grape Gum (3%)

Appearance: Zoan Cage Floor 6 P467, Zoan Cage Floor 7 P468

No.080 **Kohaku (A)** Level 85 Human

Weakness Traits: Human, Shooting, Frozen, Slowed

A attack resistance: Normal

HP	250155	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	1280	EXP	50000	SP	850
Defense	762				
Magic Attack	915				
Magic Defense	782				
Accuracy	1512				
Evasion	625				

Gald 40000

Items: Magic Card No.64 (25%), Item Voltracker (5%), –

出現: Zooon Cage Floor 3 P464

No.081

Kohaku (B)

Level 1[illegible] 人間

Weakness Traits: [illegible] Frozen

Type A Skill: Normal Technique B resistance: Normal

HP	108000	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	620	EXP	0	SP	1000	Galdo 35700
Defens	630				
Magic	570	Items			
Magic	630				
Accuracy	1081				
Evasion	1024				

Book of Friendship (100%)
–
–

Appearance: Riot Peak P441

No.082

Goblin Karori

Lv32

Weakness Traits: [illegible] Machine [illegible]ve Impact
Paralysis

Skill A Resistance: Normal [illegible]nique B: Low [illegible] Resistance

HP	3548	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	499	EXP	113	SP	25	Gald	60
Defens	261				
Magic A	159	Item			
[illegible]	170				
Accurac	357				
Comme	230				

Broken Blade (24%)
Peach (12%)
Liqueur Bottle (15%)

Appearance: Fendell Border Area P276
Fendell Mountain Tunnel P278

No.083

Commander

Level 37 Human

Weakness Traits: [illegible]Mechanical Impact

Technique A Resistance: [illegible] Weak Trait: [illegible] Stagger

HP	4022	Weight	◆◆◆◇◇	Speed	◆◆◇◇◇
Attack	450	EXP	230	SP	44	Gald 123
Defens	220				
Magic Attack: 289		Items			
Magic Defense 300					
Accura	268				
回避	230				

Salmon (24%)
–
Onigiri (15%)

Appearance: Event No. 112 P289

No.084

Komisu Demon

Level 52 Fiend

Weakness Traits: Fiend Ruin [illegible] Stun
Strike Paralysis Burn

Technique A Type: [illegible] Normal

HP	13060	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	880	EXP	760	SP	31	Gald	219
Defens	422				
Supplementary Effect: 390		Item			
Sweep Defense 422					
Accurac	512				
回避	443				

Gumi Fruit (24%)
Red Wine (12%)
Beef (6%)

Appearance: Lambda 322

No.085

Konjichou

Level 9[illegible] Illness

Weakness Traits: [illegible] Petrification

Technique A resistance: [illegible] Weak Technique B resistance: Normal

HP	17321	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	1404	EXP	10763	SP	22	Galdo 786
Anti-gre	360				
Magic	471	Items			
Defense Boost 554					
Accurac	641				
Evasion	876				

Hamaya (12%)
–
Life Bottle (3%)

Appearance: Zo-on Cage Floor 4 P465

No.086

Sargent

Lv19 "Human

Weakness Traits: [illegible] Slash Shooting

[illegible] Technique B Resistance: [illegible] Normal

HP	2399	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	322	EXP	46	SP	25	Gald	30
Defens	158				
Coppe	150	Item			
Yang Fan	138				
En rou	139				
Evasion	166				

Fall Rice (24%)
Tea Leaves (12%)
–

Appearance: Wallbridge P237
Oren's Forest P206

No.087

Saber Boar

Lv26 獣

Weakness Traits: [illegible] Impact Frozen

Skill A Resistance: Normal Technique Resistance: [illegible] Weak

HP	3171	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	395	EXP	64	SP	22	Gald	40
Defense	213				
Physic	Att	Items			
補助	139				
Accurac	291				
回避	187				

High-quality fur (24%)
Pork (12%)
Onion (18%)

Appearance: Strata Rock Desert P254
Inside Rock Gagan P258

No.088

Thermus

Level 85 Spirit

Weakness Trait: Am[illegible] Spiritual [illegible] Burn

A attack resistance: Normal Technique Resistance Very weak, stagger reduc

HP	28000	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	807	EXP	12500	SP	53	Gald 1105
Defense	2556				
[illegible]	674	Item -			
Magic D	874				
Accuracy	747				
[illegible]	1495				

Soft Stone (12%)
–
Light blue dangerous liquid (3%)

Appearance: Zoon Cage Floor 3 P464

No.089

Savonarola

Lv60 Machine

Weakness Traits: [illegible] Burn

Technique A Resistance: [illegible] Technique B Resistance: Normal [illegible] Reduction

HP	19440	[illegible]	◆◆◆◆◆	Speed	◆◆◇◇◇
Attack	951	EXP	3256	SP	90	Gald 1111
Defen	446				
Insert	634	Item drop			
Patrol	872				
Accuracy	502				
回避	344				

–
–
–

Appearance: Ruins Buried in Sand P457

No.090

Sapphire Weapon Lv44

Inorganic

Weakness Traits: [illegible] Flight Paralysis

A attack resistance: Normal [illegible] B-type Resistance [illegible] Reduction: None

HP	6209	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	653	EXP	283	SP	24	Gald	97
Defense	394				
Magic A	216	Item -			
Magic	285				
Accuracy	280				
回避	245				

Strange Gear (12%)
–
Gear (12%)

Appearance: Snow-Sealed Ruins P304
Riot Peak P438

No.091 **Zaryashade** Lv39 Spirit

Weakness Trait: Spiritual entity Burn

Skill A Resistance: Normal resistance Very weak, no stagger reduction

HP	3106	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	331	EXP	220	SP	28	Gald	94
Defense	1048				
Magic	359	Items	コア Fragment (24%)		
Magic	179		—		
Accuracy	310		—		
回避	621	Appearance	17 Soyu Child Iceberg Ruins P294		

No.092 **121 Buddha** Level 44 Amorphous

Weakness Traits: Amorphous Impact Burn Petrification

Ability A resistance: weak; Ability B resistance: Normal No stagger reduction

HP	5544	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	571	EXP	213	SP	18	Book state 78
Defense	150				
Magic Attack	210	Item	Dangerous Woman, Liquid (24%)		
Magic Defense	730		Dangerous Liquid (12%)		
Accuracy	264		Two (12%)		
Evasion	373	Appearance	Snow Jin Closure oo Re Ruins P304		
			Only Now the Next One (Lineage of Future People) P443		

No.093 **シーロング** Lv26 Human

Weakness Trait: Human Strike Freeze

Skill A Resistance: Technique Resistance Normal

HP	3666	属	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	366	EXP	64	SP	22	Gald	40
Defense	188	属	ビーフ (24%)		
Magic Attack	188	Blade	Shinka7イ> (12%)		
Anti-Disease	188	属	—		
Accuracy	170		Wubuxi Rock Desert		
回避	191	Appearance	Ou Xiayi Evening Great Desert · East P257		

[No.094] **General** Lv34 Human

Weakness Traits: Human Medical Strike

A attack resistance: Technique Fermentation Resistance Normal

HP	6582	Weight	◆◆◆◇◇	Speed	◆◆◇◇◇
Attack	476	EXP	273	SP	78	Gald	202
Defense	307		Great Tome of Sorcery (100%)		
Magic Attack	232		P What Sword (100%)		
Magic Defense	232		—		
Accuracy	247		CNOSS Lower P268		
Evasion	4	Appearance			

[No.095] **ジェリ** One Mouth One Eight One Amorphous

Weakness Traits: Amorphous Slash Burn

A technique: Technique weak, No stagger reduction

HP	3962	属	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	433	EXP	82	SP	20	Gald	42
Defense	163	属	—		
Additional attack	173	Item	—		
Supply Defense	587	属	—		
Accuracy	210				
Evasion	297	Appearance	ET23 の under P398		

No.096 **Shield Trent** Lv70 Plant

Weakness Traits: Plant Impact Burn Petrification

A attack resistance: Normal B resistance: Stagger Reduction

HP	22067	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	924	EXP	4223	SP	105	Book child below 2138
Defense	708		Sacred/Divine Tree (8%)		
Magic Attack	554	Item	Potato (4%)		
Magic Defense	708		Holy Wood Golden Branch (3%)		
Accuracy	801				
Return Value	306	Appearance	Also found in Sunset Desert Ruins (Lineage of the Future District 13, District 66 (Lineage of the Future People) P307		

No.097 **【Gentle Unagi** Level 1 Unknown

Weakness Traits: Aquatic Ruin Stun

Resistance to A-type Attacks Normal, Stagger Normal

HP	351698	属	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	803	EXP	180000	SP	1050	Gald	11292
Defense Variation	1468		スーパーノヴァ3rd (5%)		
Magic Attack	1153		Burning Crow Bowl (1%)		
Magic Defense	1468		—		
Accuracy	1383				
Evasion	1107	Appearance	One Talent Rank 7077 P469		

No.098 **Gentleman** Level 120 Unknown

Weakness Trait I

Skill A Resistance: Normal B resistance: Stagger Reduction

HP	376500	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	5	EXP	441177	SP	5000	Gald	24392
Defense	106		Genius Scientist's Staff (100%)		
Critical Hit	1054	Item			
Defense	1106		—		
Accuracy	1054				
回避	1054	Appearance	@T55 Below Oi P407		

No.099 **Sigma** Lv75 Spirit

Weakness Traits: Candy Item Human 2 Spirits Inorganic

A-technique usually with properties Very weak, flinch reduction low

HP	20700	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	53	EXP	4261	SP	53	Strength	1233
Defense	2256		Impure Nine-Dragon Blade (8%)		
Technique Attack	672				
Magic	385		Ancient Decay Strength (3%)		
Accuracy	660		Today Evening, Powerful> (Upper Layer) P350		
Toward	1320	Appearance	Today Evening, Powerful (Lower Layer) P350		

No.100 **Giant Bat** Level 64

Weakness Traits: New Contract

Technique A typical B skill Resistance: Weak

HP	8054	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	738	EXP	715	SP	20	Gald	289
Defense	389		Sun Third Hand (12%)		
Magic Attack	237	Item	Tooth (4%)		
Suitable Defense	254		Sharp Female Bacteria (3%)		
Accuracy	631				
回避	406	Appearance	Wind Turbine Ruins P347		
			No. 13 District, No. 66 District (Lineage of Future People F		

No.101 **Shurumpubuhāto** Lv60 Machine

Weakness Traits: Fiend, Machine, Paralysis

A-type resistance Weak | Stagger 弱 無

HP	11664	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	713	EXP	1303	SP	24	Guard 278
Defense	314				
斬攻	444	Item Drop	—		
Magic	310		—		
Accuracy	452	Appearance	T70 Event P419		
回避	309				

No.102 **Skirmisher** Level 3 Human

Weakness Trait: Fiend, Shoot, Impact

A-type resistance Usually | Stagger 弱 無

HP	4004	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	372	EXP	140	SP	30	Gald 82
Defense	267				
Combo	257	Item	Peach (24%)		
Block	267		Pie Sheet (12%)		
Accuracy	242		—		
Evasion	271	Appearance	Fendel Government Tower Event No. 112 P289		

No.103 **Skier Eagle** Level 58 鳥

Weakness Traits: 鳥 Fiend, Ruinous Star, Flight, Brawl, Highly Venomous

Type A Skill: Normal | Attribute B: Low | Stagger 弱 無 | Resistance

HP	10435	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	698	EXP	1077	SP	25	Gald 344
Defense	358				
Magic Attack	304	Item	Finest Fur (24%)		
Magic Defense	233		Egg (12%)		
Accuracy	414		Beautiful Feather (6%)		
Evasion	466	Appearance	Gardia Shaft (Upper Layer) P335 Wind Turbine Ruins P346		

No.104 **[Stag Beetle** Level 12 Insect

Weakness Trait: Insect, Flight, New Strike

A 核耐性 | B 核耐性 | No stagger reduction

HP	786	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	148	EXP	17	SP	12	Gald 16
Defense	69				
Magic Attack	69		Gummi Fruit (24%)		
Magic Defense	87	Item	Chipped Claw (12%)		
Accuracy	68		Apple (24%)		
回避	137	Appearance	North Lant Road P217 West Lant Road P248		

No.105 **Strateim** Level 33 Quality

Weakness Trait: Beast, New Strike, Storm

Type A Skill: Normal | Resistance: Weak | Stagger Reduction

HP	3440	Weight	◆◆◇◇◇	Speed	◆◆◆◆◆
Attack	426	EXP	105SP26	Gald	63
Defense	234				
Magic Attack	199		Strateim Horn (50%)		
Magic Defense	152	Items	Fine Fur (12%)		
Accuracy	237		Clean Feather (15%)		
回避	324	Appearance	Fendel Plateau P279 Fendel Borderlands P276		

No.106 **Sneak Goblin** Lv35 Ma

Weakness Traits: Shoot, Severe Poison

A 核耐性 | Skill B Resistance Very weak, stagger reduction H

HP	6930	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	681	EXP	20	SP	150	Gald 300
Defense	980				
Magic Attack	217		Gummy Fruit (24%)		
Magic Defense	232	Item	Peach (12%)		
Accuracy	434		—		
Face Mark	400	Appearance	Zavet Mountain P282		

No.107 **Smaragdos Weapon** Level 50 Inorganic

Weakness Traits: Fiend, Flight, Paralysis

Skill A Resistance: Normal | Technique Resistance: Weak | reduction

HP	5292	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	833	EXP	502	SP	24	Gald 144
Anti-gravity	448				
Magic Attack	247	Items	Decayed Sword (24%)		
Magic Defense	324		—		
Accuracy	232		Clear Core (9%)		
Downtime	278	Exist	Basis Military Base P316		

No.108 **Serdik** Level 30 Human

Weakness Traits: Slash, Burn

A 核耐性 | Technique B Resistance Normal | Stagger Reduction High

HP	19900	Weight	◆◆◆◆◆	Speed	◆◆◆◇◇
Attack	380	EXP	747	SP	480	Gardo 1564
Defense	542				
Physical Attack	324		Imperial Egg (100%)		
Magic Defense	460	Items	—		
Accuracy	320		—		
Evasion	400	Appearance	No.058 Event P240		

No.109 **Seldik Kai** Level 80 Human question

Weakness Traits: Human, Machine, Strike, 斬撃, Burn

Technique A Resistance very weak; Stagger Reduction High | normal

HP	175795	Weight	◆◆◆◆◆	Speed	◆◆◆◇◇
Attack	1134	EXP	16240	SP	800	Gald 20000
Defense	718				
Magic Attack	662	Item	Iceberg (5%)		
Vibration	2400		Grilled manju (1%)		
Accuracy	865		—		
回避	666	Appearance	Zoaon Cage Floor 2 P463		

No.110 **Soro** Lv25 Human

Weakness Traits: Human, Strike, Frozen, 鈍足

A 核耐性 Nature | Technique B Resistance Normal

HP	4251	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	440	EXP	0	SP	0	Gald 113
Defense	227				
Supply	218		Chicken (24%)		
Attack	227	Item Rice (風)			
Accuracy	182		Puzzle (6%)		
Evasion	204	Appearance	Riot Peak P434		

No.111

Solanus

Level 15 獣

Weakness Traits Ruinous Star

Skill A Resistance: Normal Technique B resistance Normal Stagger reduction

HP	1874	Weight	◆◆◆◇◇	Speed	◆◆◆◆◆
Attack	148	EXP	45	SP	43	Gald	59
Anti-f	169				
Supplementary Attack	94	Items			
Magic Defense	128				
Accuracy	189				
回避	100	Appearance			

Human 儿 Human 又 (100%)

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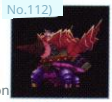
Under CMCE0 P205

No.112)



Dark Kamenin

Level 90 Reptile

Weakness Traits Human Law Freeze

A Technique Resistance Very Alcohol Resistance Normal

HP	156423	Weight	◆◆◆◆◆	Speed	◆◇◇◇◇
Attack	1687	EXP	105678	SP	900	Gald	14464
Defense	1000				
Magic Attack	297	Item Prism Rain (5%)			
Magic Defense	1542				
Accuracy	1305				
回避	450	Appearance			

The benevolent person's heart of Kada <(5%)

—

ゾーオンケイジ フロア4 P465

No.113

Da Hui Star Electric

Lv140 Electric Tribe

Weakness Traits Human

A: Endurance Resistance Technique B resistance Stagger reduction High

HP	423360	Weight	◆◆◆◆◆	Speed	◆◆◆◆◆
Attack	1544	EXP	349980	SP	1300	Galdo 26650
Defense Number	1327				
Extrac	889	7-Eleven Down 51127 (5%)			
Magic	1963				
Tactics	1658				
Evasion	1037	Appearance			

Chapter Seven Blade (5%)

—

Ichisai Kuni 7710 P472

No.114

Great Crimson Lotus Dragon

Lv110 Tibetan

Electric Tribe Fright Impact

Weakness Traits Frozen

A Skill Resistance Weak Technique B Resistance Normal Stagger reduction High

HP	336000	Weight	◆◆◆◆◇	Speed	◆◆◇◇◇
Attack	1580	EXP	217647	SP	1650	Lib 14364
Defense	1173				
Magic	713	Items			
Magic Defense	1946				
Accuracy	869				
Evasion	983	Appearance			

Eight Si Bu Walk Knife (100%)

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T640 i FP417 ペン

No.115

Public Green Electricity

Lv75 Child Clan

Electric Tribe Strike

Weakness Traits Slowed

A-Tech Durability Weak Technique B resistance Stagger reduction High

HP	220000	Weight	◆◆◆◆◇	Speed	◆◆◇◇◇
Attack	1281	EXP	13603	SP	113	Wanted 12465
Defense	728				
Supplementary Attack	516				
Magic Defense	1056				
Quali	594				
回避	730	Appearance			

Lower four ツボ (100%)

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T64 0 under people P416

No.116

Greater Gai Hainan

Level 95 Tibetan

Water Electric Tribe Fright

Weakness Traits New S ion

Resistance to A-type Attacks Normal Low technical resistagge reduction High

HP	3200	sa	◆◆◆◆◇	Speed	◆◆◇◇◇
Attack	1854	EXP	83529	SP	143	Force down 33358
Antidote	1168				
Local	918	Item drop			
Magic	636				
Accuracy	751				
Return	1017	Appearance			

Seven-Chapter Blade (100%)

—

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T64 0 r below P416

No.117

Daidarabocchi

Level 80 Inorganic

Weakness Traits Burn

Technique A resistance Weak Technique B resistance Stagger reduction High

HP	54835	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	1112	EXP	13000	SP	200	Gald 8160
Defen	720				
Insert	523	Items			
Magic defense	1239				
Accuracy	563				
回避	692	Appearance			

Daily step: 7 — one unit down (3%)

—

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Today evening, Strength Na (lower layer) P370

Today evening, strength Na P370

No.118

Tiny Wolf

Lv3 Wild

Weakness Trait: Joy

A attack resistance Normal

HP	284	Weight	◆◆◇◇◇	Speed	◆◆◆◆◆
Attack	59	EXP	10	SP	4	Gald	14
Defen	31				
Extrac	15	Items			
Magic	20				
Accuracy	42				
Evasion	27	Appearance			

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Living bacteria (24%)

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The Backhill Behind the Present House (Childhood) P190

Oren Forest P206

No.119

Duskshade

Level 16 Spirit

Weakness Trait: Spirit Entity Poison Paralysis

Skill A Resistance: Normal resistance Very weak, no stagger reduction

HP	1075	重さ	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	155	EXP	34	SP	22	Gald	31
Defense	491				
Magic	168 items				
Magic Defense	84				
Accuracy	144				
回避	287	Appearance			

コ of)(24%)

—

の(24%)

Capital Underground

Only now below dagger one evening P437

No.120

ダムドガード

Level 80 Human

Human Spirit Potent Poison

Weakness Traits • Petrochemical

Resistance to A-type Attacks Normal Technique B resistance Normal

HP	17580	sa	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	1226	EXP	4223	SP	350	Gald	907
Defens	P 574				
	552	z what			
Magic	720				
Accuracy	519				
回避	582	Appearance			

トマト(24%)

タマゴ(12%)

Circle eight you evening (3%)

One talent 仏 mouth z2 P463

Ichisai rank 7077 P468

No.121 **Damed Shooter** Level 80 Human

Weakness Traits: Human, Spirit, Paralysis, Pure Foot

A-type resistance Weak Technique B resistance No stagger reduction

HP	15068	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	149	EXP	3379	SP	28	Gald	680
Defense	440	Drop: Onion (24%)			
術攻	483	Item	Minced Meat (12%)		
Magic Defense	320		Tofu (3%)		
Accuracy	519	Appearance	Zoan Keiji Floor 2 ! P463		
回避	582				

No.122 **Damned Trooper** Level 80 Human

Weakness Traits: Human, Spirit Entity Co Menghai, Petrification

A-type resistance Weak Technique B resistance Normal Stagger Normal

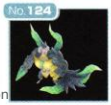
HP	17580	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	1226	EXP	4223	SP	35	Gald	713
Anti	500	Drop: Ikura (24%)			
Magic	552	Item	Rice (12%)		
Magic Defense	900		Salmon (3%)		
Accuracy	519	Appearance	Zoaon Cage Floor 2 P463		
Operation	582				

No.123 **Dammed Fighter** Level 80 Human

Weakness Traits: Throw Human * Spirit, Paralysis, Slowed

A-type resistance Weak Technique B resistance No stagger reduction

HP	15068	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	149	EXP	3379	SP	28	Gald	534
Defense	502	Carrot (24%)			
Marinate Attack	483	Item	Beef (12%)		
Qingfan	800		Daikon (3%)		
Accuracy	519	Appearance	Zo-on Cage Floor 2 ! P463		
回避	582				



No.124 **Cheverdi** Level 80 Inorganic

Weakness Traits: Paralysis

Technique A resistance Weak Technique B resistance Stagger Normal

HP	48384	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	946	EXP	13000	SP	200	Gald	8160
Defense	720	Death Abyss (3%)			
Magic	563	Items	–		
Magic Defense	1039		–		
Accuracy	963	Appearance	Rastakanan (Lower Layer) P370		
回避	492		Rastakanan (Fodora's Core) P374		

No.125 **Chimpionboa** Lv88

Weakness Traits: 獣, Strike, Paralysis, Petrification

Skill A Resistance: Normal Technique Resistance: Stagger Reduction Low

HP	40642	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	632	EXP	709	SP	38	Gald	389
Defense	620	Amazing (100%)			
Magic	270	Item: Emperor's Claw (100%)			
Magic Defense	320		–		
Accuracy	490	Appearance	Event No. 100 P274		
回避	350				

No.126 **Chure-nē Tank** Level 37 Machine

Weakness Traits: Mechanical Impact, Paralysis

A: Low technical resistance Technique B resistance Normal

HP	7000	Weight	◆◆◆◆◆	Speed	◆◆◇◇◇
Attack	430	EXP	182	SP	28	Gald	82
Defense	223	Gear (24%)			
Magic	314	Item	Strange Gear (12%)		
Magic Defense	432		–		
Accuracy	280	Appearance	Fendel Govern... P291		
回避	100		Fendel Iceberg Ruins P294		

No.127 **Chun Chun** Lv11 Fairy

Special Weakness: New Contract Education

Skill A Resistance: Normal Technique Resistance: No stagger reduction

HP	801	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	145	EXP	15	SP	11	Gald	15
Defense	80	Feather (24%)			
>Yutaka	68	Items	–		
Magic	52		Egg (24%)		
命中	81	Exit	North Paronia Road P207		
Evasion	110		East Rant Road P212		

No.128 **Tigre** Level 45 Human

8 humans: Machine, Impact

Weakness Traits: Paralysis, Burning, Slowed Movement

Skill A Resistance: Normal No stagger reduction

HP	10006	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	787	EXP	0	SP	20	Gald	415
Defense	405	Fall	Beef (24%)		
Magic Attack	389	Item	Red Wine (12%)		
Magic Defense	405		Necklace (6%)		
Accuracy	326	Appearance	Riot Peak P438		
回避	365				

No.129 **Digger** Level 36 Human

Weakness Traits: Machine, Impact

Skill A Resistance: Normal Stagger Reduction: None

HP	5010	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	414	EXP	160	SP	30	Gald	77
Defense	260	Milk (24%)			
Magic	200	Item	Chocolate (12%)		
Supplemental Defense	220		–		
Accuracy	235	Appearance	Event No.112 P289		
回避	230				

No.130 **Dis Patel** Lv40 Ethnic Chinese

Children, Ruin, Flight

Weakness Traits: Burns from eating/Fire injuries

A technique: Normal Technique B Resistance: Stagger Reduction High

HP	22345	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	402	EXP	484	SP	84	Gald	500
Defense	400	All Divide (50%)			
Magic Attack	245	Items	–		
Magic Defense	400		–		
Accuracy	318	Appearance	Event No. 083 P260		
回避	224				

No.131 **Titonos** Lv72 Insect

Weakness Traits: Insect · Flight · Petrification · Pure Foot

Technique A typically high resistance Stagger reduction High

HP	26127	Weight	Speed
Attack	769	EXP 4555	SP 108
Defense	507		
Magic	567	Items	
Magic	534		
Accuracy	443		
Evasion	387	Appearance	CD01 So-shita P348

Fen er xia 2210

No.132 **Deuteron** Lv68 Fiend

Weakness Traits: Chill · Fiend · Ruinous Star · Paralysis

A technique Resistance: さそ; B technique resistance High Stagger resistance Normal

HP	114566	Weight	速さ
Attack	1459	EXP 5000	SP 1000
Defense	300		
Magic	600		
Accuracy	600	Appearance	No.159のイベント P332

D Water Ball (100%)

No.133 **Decurio** Level 46 Machine

Weakness trait Human · Machine · Paralysis

A Skill Resistance: Weak Resistance No stagger reduction

HP	7690	Weight	Agility
Attack	548	EXP 343	SP 24 Gald 111
Defense	42		
Supp	341	Items	
Magic	Defense 469		
Accuracy	347		
Evasion	238	Appearance	T48 nd I below P405

No.134 **Yu Mie Yi Er I I Ku Yuan** Lv29

Weakness Traits: Flight · Shooting · Frozen

A Skill Resistance: Normal Low technical resistance Reduction

HP	2857	Weight	Speed
Attack	375	EXP 85	SP 24 Gald 49
Defense	206		
Magic	175	Item: Chicken	
Magic	134		
Accuracy	208		
Evasion	285	Appearance	Under the CE6へ

Eternal Nine) Feather (24%)

(12%)

Feather (18%)

Ou lower tonight Great Desert · West P268

No.135 **Tetaruton** Lv72 Fiend

Weakness Traits: Inorganic · Fiend · | Violent Star · CO Venomous

Skill A Resistance: Normal Technique B Resistance Weak Stagger reduction High

HP	125798	物攻	物防
Attack	1544	EXP 5000	SP 1000
Defense	600		
Magic	600	Items	
Comp	400		
Accuracy	600		
Return	500	Appearance	No.1 Person of No. P332

Fang'er Down 22100

Sun Column Ta— (100%)

No.136 **At 11168171 LV69**

Weakness Traits: You · Flight · "Shooting · [Impact

A attack resistance Normal Low technical resistance Reduction

HP	13899	Weight	Speed
Attack	887	EXP 1920	SP 35 Gald 667
Fangru	559		
Magic	340	Items	
Magic	364		
Accuracy	765		
Evasion	492	Appearance	Under COCE0P554

Enchanting Female Feather (8%)

Sun Death Three (3%)

Element Research Institute P357

No.137 [Yu Yiou Public Speaking So Lv31 Insect

Weakness Traits: Impact · Frozen

Technique A typical 日技耐性通常 No stagger reduction

HP	3328	Weight	
Attack	374	EXP 103	SP 25 Gald 56
Defense	176		
Attack	176 カム Venomous Needle (12%)		
Magic	220		
Accuracy	173		
Evasion	346	Appearance	5 Years Next (Lineage of Future People) P444

Sun One Me (15%)

Ou Lower Evening Great Desert·North

No.138 Dunnu Goblin Lv29

Weakness Traits: Slash · Frozen

A attack resistance Normal Low resistance Weak stagger reduction

HP	2641	Weight	Speed
Attack	396	EXP 51	SP 15 Gald 29
Defense	178		
Magic	105		
Magic	116		
Accuracy	288		
Evasion	185	Appearance	Ou Bu at Evening Great Desert·North

Fan Zhezha Blade (24%)

You're capable Eighty eh (12%)

Hyaku no Fruit (18%)

Wu Lower Evening Great Desert·West P289

No.139 トゥリバリザード Lv61 Reptile

Weakness Trait: Reptile · Fiend · 暴星 · New · Burn

Technique A typical high resistance Very weak, no stagger reduction

HP	15082	Weight	Speed
Attack	967	EXP 1433	SP 25 Shu Er Bu 396
Defense	733		
Supp	113		
Defense	Technique 282		
Accuracy	532		
Evasion	387	Appearance	Jiu'er at z Zhu (middle level) P337

30,000 of conversations (24%)

Yi Xing Request One-ku (12%)

Dongfa Zhibu Street (Genealogy of Future People)

No.140 Next Evening Ou Level 15 Reptile

Weakness Trait: Water · Electricity · New Contract · Paralysis

"Postal Point Characteristics

Skill A Resistance: Normal Attack resistance Very weak, no stagger reduction

HP	1505	物攻	Speed
Attack	230	EXP 25	SP 16 Gald 21
Electricity P			
Magic	34	Items	
Magic	86	Sweeping (21%)	
Accuracy	142		
Evasion	103	Appearance	Nanbako Second Street P228

Mystery shell (24%)

うずしお Shell (12%)

No.141 Lower 5 Ku-2 Lv34 Human

(Sturdy Point Feat… 3 Weaknesses)

A Technique Resistance (Weakness) Stagger Reduction

HP	3432			Speed	
Attack	392	EXP	70	SP	26	Gald	67
Defense	170				
Magic Attack	175				
Magic Defe	240				
Bichō	222				
Return	180				

Daily 5 (24%)

♪ Child Strength

Two (12%) Strength Two (30%)

Appearance: Under the CNCGEE of the 7th Division Government (of the 7th Division Government under CNCGEE)

No.142 ドラコーンゴースト Lv64 Spirit

Weakness Traits: 2 Spirits, Fiend, Ruinous Star, Flight, Shooting

A-technique usually with attack resistance Very weak, no stagger reduction

HP	5991			Speed	
Attack	568	EXP	1430	SP	20	Gald	289
Defense	2480				
Magic Attack	440				
Magic	403				
Accuracy	451				
Return	902				

Daily Column (24%)

『Child』 (2%)

Wong Zhong-7 (6%)

Appearance: Square Child at Zi7bu (lower level) P339

No.143 Bu Li One Lv18 Human

Weakness Traits: Strike, New Ant

A attack resistance Normal Technique Resistance Stagger Reduction

HP	2276			Speed	
Attack	287	EXP	42	SP	24	Gald	35
Defense	148				
Magic Attack	142				
Buckl	140				
Accuracy	132				
回避	148				

Begonia (100%)

Item -

Appearance: C301 below P224

Underground Royal Capital P225

No.144 Triton Lv70 Fiend

Mo, Fiend, Ruinous Star

Weakness characteristics: Petrification

MA skill attribute: Darkness Daily skill resistance, Common

HP	120120			Speed	
Attack	1502	EXP	5000	SP	1000	Dragon Child
Defense	500				
Magic Attack	600				
Comp Defense	500				
Accuracy	600				
Evasion	500				

D Talent (100%)

Items

Fall -

Appearance: CD99 below P332

No.145 Next Monday 8-1 Lv21 Human

Mailing point cha… Strike, White human

Skill A Resistance: Normal Technique Resistance Normal reduction

HP	2813			Speed	
Attack	334	EXP	55	SP	27	Gald	43
Defense	172				
Brine Attack					
Magic Defense	172				
Accuracy	154				
Evasion	90				

Freeze (24%)

Not Ou… Eight Down (12%)

Appearance: Saiyi Forest P206

Eight-mouth Two City P242

No.146 トルシュエレメンタル Lv52 Spirit

Amorphous, Spiritual, Fairy, Light

Weakness Traits: Frozen

Type A technical n… Strike resistance Very weak, no stagger reduction

HP	6889			Speed	
Attack	550	EXP	1519	SP	91	Gald	658
Defense	1742				
Magic Attack	506				
Magic Defense	298				
Accuracy	459				
回避	917				

Items

Appearance: Under 369 P419

No.147 Next Wednesday Lv60 Inorganic

Inorganic substance, Strike

Weakness Traits: Huá Impact, Paralysis (pure foot

A-technique usually with resistance Stagger Reduction

HP	16800			Speed	
Attack	1332	EXP	2280	SP	42	Gald	555
Defense	90				
Sign Atta	381				
Magic Defense	499				
Kinaka	423				
Evasion	370				

Earth Sprite Vessel (24%)

Not Usa… Third Hand (12%)

Appearance: Sarenmai Right Nine Major Ruins P456

No.148 FLIRAZ August 1 LV47 Insect

Weakness Trait: Impact, Slowed

Skill A Resistance: Slum Technique Resistance Stagger Reduction

HP	3680			Speed	
Attack	444	EXP	283	SP	18	Gald	95
Defe	199				
Magic Attack	199				
Magic Defense	249				
Accuracy	232				
回避	465				

Instant Death Needle (24%)

Items: タマ Fortune (12%)

Appearance: -ichi Child Research Facility P313

Five People-or-Less Dagger-One-Evening (Lineage of Future

No.149 Trent Lv18 Plant

Weakness Attribute: Plant, 1 Burn

Technique A typically… Stagger Reduction

HP	1389			Speed	
Attack	193	EXP	30	SP	17	Gald	24
Defense	148				
Yuko	116				
Meifang	148				
Hit 1					
Recover	72				

Wood chips (24%)

Zi-xing-s… Straight-grain wood (12%)

Mountain (21%)

Appearance: Sheng'er Nian Road Street

5-year-old holding a dagger one evening P438

No.150 Trozzig Lv60 Inorganic

Human, Inorganic, Machine

Weakness Traits: Paralysis

A-technique usually with properties Stagger reduction High

HP	20483			Agility	
Attack	609	EXP	3256	SP	90	Gald	1111
Defense	521				
Magic Attack	423				
Magic Defense	523				
Accuracy	768				
回避	731				

Items

Appearance: T70 のイベント P419

No.151

Naosraptor

Lv61 Reptile

Weakness Traits: Reptile, Demon, Ruinous Star, 衝撃, Slow Footed

A Technique Resistance: Very weak Skill resistance: No stagger reduction

HP	15525	Weight	◆●○○○	Speed	◆◆◆◆◆
Attack	946	EXP	1791	SP	31	Gald	395
Defense	322				
特攻	129	Item	Emperor's Claw (24%)
Magic Defense	833		Chicken (12%)
Accuracy	532		Dragon Scale (6%)
回避	387	Appearance	Gardia Shaft (Mid Layer) P337

No.152

Knight Eagle

Lv21 Bird

Weakness Traits: Bird, Flight, - Impact, Paralysis

Skill A Resistance: Normal Technique B: Low No stagger reduction

HP	2352	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	273	EXP	40	SP	19	Gald	29
Defense	152				
Magic Attack	127	Item	Chicken (24%)
Comp	80		Clean Feathers (12%)
Accuracy	152		Feather (21%)
Evasion	207	Appearance	Oren Forest P206
			Baronia Castle P242

No.153

Nyx Shade

Lv64 Spirit

Weakness Traits: 2 Spirits, Fiend, Ruinous Star, • Petrochemical

All Resistance: Normal Technique Resistance Very weak, stagger reduction none

HP	8986	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	649	EXP	2384	SP	32	Gald	481
回避	3210		Fall Rice (24%)
Support	536	Item	Sharp Teeth (12%)
特攻	470		Amazing Bone (6%)
Accuracy	507	Appearance	Gardia Shaft (Lower Layer) P337
回避	1014		

No.154

Nupurikesson

Level 90

Weakness Traits: Demon, – Severe Poison

Technique A resistance: Very weak Technique B Resistance: Normal

HP	25622	Weight	◆◆◆◇◇	速さ	◆◆◆◇◇
Attack	1810	EXP	19412	SP	40	Gald 1048
Defense	475		Karyuu-fu (12%)
Magic Attack	443	Item -	
Magic Defense	728		Bone Key (12%)
Accuracy	997	Appearance	Zo-on Cage Floor 4 P465
Recycle	641		

No.155

Nur Bodeju

Level 110 Plant

Weakness Traits: Plant, Spirit, Co-Menghai

All Resistance: Normal Technique B resistance: No stagger reduction

HP	47025	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	404	EXP	51765	SP	70	Gald	1998
Defense	1000		Progression Table of All Things (12%)
Brown Attack 850	Item drop	–
Patterned Defense 100		Banashia Bottle (3%)
Hit	1256	出現	Zoon Cage Floor 8 P470
回避	483		

No.156

Nation Star

Level 1 Water Mast

Weakness Traits: Water, Power, Fiend, Burn

Skill A Resistance: Very Weak Skill B Resistance: Normal

HP	1129	Speed	◆◇◇◇◇	◆◆◆◆◆
Attack	172	EXP	20	SP	13	Gald	16
Defense	65		Drop: Shell (24%)
特攻	75	Items	–
Magic Defense	155		Ikura (21%)
Accuracy	155	Appearance	South Baronia Road P228
Yinglian	168		

No.157

Nail Spider

Level 12 Insect

Weakness Trait: Insect, Slash, Paralysis

Type A Skill: Normal Technical Stagger Reduction

HP	786	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	148	EXP	175P		12	Gald	16
Antiseptic® 69		Fallen/Chipped Claw (24%)
Magic	69	Item	Needle (12%)
·Elm A	87		–
Accuracy	68	Appearance	North Lant Road P217
Evasion	137		West Lant Road P248

No.158

[Harpy

Lv32

Weakness Traits: 獣, Flight, Strike, Paralysis, Burn

Skill A Resistance: Normal Technique B Resistance: Weak Stagger Reduction

HP	4258	回避	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	499	EXP	106	SP	25	Gald	60
Antiseptic	261		Clean Feather (24%)
Magic Attack	159	Item	Gummy Fruit (12%)
· Magic	170		Feather (15%)
Accuracy	357	出現	Fendel Border Area P276
回避	230		Zavet Mountain P282

No.159

Pion Slime

Lv76 Unknow

Weakness Trait -

A Technique Resistance: Very Weak Stagger Reduction None: Normal

HP	9698	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	736	EXP	2245	SP	23	Gald 510
回避	321		Minced Meat (12%)
特攻	401	Item	Darkness Liquid (4%)
回避	2041		Dangerous Liquid (3%)
Accuracy	535	Appearance	Rastakanan (Lower Layer) P370
Evasion	535		

No. 160

Pawol

Level 58 Spirit

Weakness Traits: Spirit, Fiend, Ruinous Star, Paralysis

Skill A Resistance: Resistance to B-type Attacks: Very weak Stagg

HP	57295	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	690	EXP	10765	SP	84	Gald 9750
Defense	942	Drop: Decayed S
Attack	330	Items	–
Magic	332		–
Accuracy	767	Appearance	Event No. 157 P331
回避	1226		

[No. 161]

Forbidden for ages under eight-together

Postal point characteristics

Skill A Resistance: Technique B resistance

HP	10006
Attack	787
Defense	405
Magic Attack	389
Magic Defense	405
Accuracy	326
Evasion	365

Weight ◆◆◆◇◇ Speed ◆◆◆◇◇
EXP 0 SP 0 Gald 415

Cattle Ten People Few (24%)
What is Hand Cattle (12%)
Knife (6%)
Talent Down Dagger -7 P438
Appearance

No.162

Eight-twenty-one step next evening person

Weakness Traits

Skill A: Soothing, Technique Resistance Very weak, stagger reduct

HP	10006
Attack	787
Defense	405
Magic Attack	389
Magic Defense	405
Accuracy	326
Evasion	365

Weight ◆◆◆◆◇ Speed ◆◇◇◇◇
EXP 158 SP 35 Gald 89

Day Shell (24%)
Item Drop —
Day Ni (15%)
71 So yu ji er Mountain ??? P278
Appearance

No.163

Bat

Weakness Trait: Joy

Skill A Resistance: Technique B Resistance Weak

HP	425
Attack	99
Defense	52
Magic Attack	31
Magic Defense	34
Accuracy	71
Evasion	45

◆◇◇◇◇ ◆◆◆◆◇
EXP 9 SP 4 Gald 10

Daily missing big claw (24%)
Item —
Royal Capital Underground (Childhood) P204
Appearance Royal Capital Underground P225

No.164

Butt Ghost

Level 16 Spirit

Weakness Traits

Skill A Resistance: Normal

HP	753
Attack	138
Defense	436
Magic Attack	149
Magic Defense	75
Accuracy	129
Evasion	256

Weight ◆◇◇◇◇ Speed ◆◆◆◆◇
EXP 25 SP 16 Gald 21

コフ)の(24%)
Fragment of the Journey (12%)
Present (24%)
Appearance Underground Royal Capital P225

No.165

Hatuipuwari

Level 78 Reptile

Weakness Traits Flight

Technique Resistance Up

HP	13858
Attack	928
Defense	385
Supplement	154
Magic Defense	1002
Accuracy	636
Evasion	462

◆◆◇◇◇ Speed ◆◆◆◆◇
EXP 2811 SP 37 Gald 765

Day Phantasm Beast's 32,000 (8%)
Items —
Electricity 30,000 (3%)
Appearance Today Evening, Strength Na> (Upper Layer)

No.166

UU One

Lv35 Human

Weakness Traits Strike Slash

Technique Resistance Usually

HP	6867
Attack	613
Defense	316
Magic Attack	304
Magic Defense	316
Accuracy	254
Evasion	285

Weight ◆◆◆◇◇ Speed ◆◆◆◇◇
EXP 0 SP 0 Strength Child Down 216

Second Force Two (24%)
Bone Flower (6%)
Appearance 5 人才 or less ヒータ P437

No.167

Parasite

Lv32 Insect

Weakness Traits: Venomous

Resistance to A-type Attacks Normal

HP	6113
Attack	320
Defense	219
Magic Attack	266
Accuracy	174
Return	348

◆◆◇◇◇ Speed ◆◆◆◆◇
EXP 164 SP 84 Gald 97

—
Art Technique Attack 44
—
Appearance Under Three People P252

No.168

Bank 81 ヒ

Level 44

Post Office Characteristics

A attack resistance Normal

HP	5692
Attack	684
Defense	357
Magic Attack	218
Magic Defense	233
Accuracy	490
Evasion	315

Weight ◆◆◇◇◇ Speed ◆◆◆◆◇
EXP 354 SP 30 Book Volume 130

Giza at Feather Machine (24%)
Item Beautiful Feather (12%)
fヨ below (12%)
Appearance Xue Renbei ooo Nine Major Ruins P304

No.169

Eight-Mouth One Step

Level 120 Fiend

Weakness Traits: Spirit entity, Demon

Resistance to A-type Attacks Normal

HP	27955
Attack	1534
Defense	969
Magic Attack	740
Physical	1230
Hit	1517
Four	1233

◆◆◇◇◇ Speed ◆◆◆◇◇
EXP 58824 SP 55 Gald 985

: Yokono's Eye (12%)
Item —
Four Evening One Evening Child (3%)
Appearance ソーオンケイジ フロア9 P471

[No.170]

Baron Bat

Level 10

Weakness Traits Flight Strike

Skill A Resistance: Technique B res Stagger Normal

HP	1056
Attack	100
Defense	62
Magic Attack	55
Insert Defense	68
Accuracy	127
Pierce	123

Weight ◆◆◇◇◇ Speed ◆◆◆◆◇
EXP 28 SP 30 Gald 43

days $75 (100%)
Zi Xing Ring (100%)
—
Appearance No.21 Below 91 P203

No.171

バ Evening One

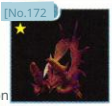
Lv18 Human

Weakness Traits: Human Strike Slash

Skill A Resistance: Normal Technique B resistance Stagger Reduction

HP	1366	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	239	EXP	24	SP	14	Gald	18
Defense	115	Story Hāo Yòu Xī (24%)			
Supply	110	Zi Line 412	タマコ		
Magic Defense	115	Items	ー		
All Hit	119				
Date	133	Appearance	Shēng'ér Old Street P234 T22:0 Under the person radical P397		

[No.172]



Pantagruel

Lv67 Insect

Weakness Insect New Connection Slowed

A-tech resistance Technique B resistance Stagger Reduction

HP	9936	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	632	EXP	1587	SP	34	Gald	586
Defense	377				
Magic Attack	377	Items	Assassination Needle (8%)		
Magic Defense	472		Liu Xiang (4%)		
Accuracy	372		Instant Death Needle (3%)		
Scratch	743	Appearance	Wind Turbine Ruins P347		

No.173

One staff every eight days

Level 45 Human

Weakness Traits: Human Slash Impact Frozen Petrification (6) Pure Foot

Skill A Resistance: Normal Technique B resistance Stagger Reduction

HP	10006	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Meizhan	787	EXP	0	SP	0	Garudo 415
Fangde	405	Day 7 (24%)			
敏捷	389	1行 70 Common (12%)			
Gai Fang	405	Items	Chest Ornament (6%)		
Accuracy	326		ラ・Caiwai Dagger One Night P439		
Return Shift	365	Appearance			

No.174

Bandit

Lv18 Human

Arrival trait 3 Human Strike Slash

A Patience Usually Technique B resistance Stagger Reduction

HP	1593	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	255	EXP	30	SP	17	Gald	24
Defense	131	Talk Request One Night (24%)			
Magic Attack	128	♪ Line of the Hand (12%)			
Magic Defense	131	Items	リキ: Yipuo Erer (21%)		
Accuracy	119				
Evasion	133	Appearance	Old Street ηη P234 T22: under のêê P397		

[No.175]

バ One year younger below Lv20

Human

Weakness trait: Human Attack Slash

Skill A Resistance: Normal Technique Resistance Stagger Reduction

HP	1831	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	283	EXP	36	SP	18	Gald	27
Defense	146				
Supply	140	Items	ー		
Magic Defense	146		ー		
Accuracy	132	Thief			
回避	148	Appearance	T22:0 Under P397		

No.176

Seven Shou (A)

Level 10 Human

Weakness trait: Human

Skill A Resistance: Normal technical resistance 無

HP	1320	無	◆◆◆◇◇	無	◆◆◆◆◇
Attack	90	EXP	40	SP	30	Gald	43
Defense	48	☐ Decoration (100%)			
Magic Attack	40	Items	ー		
☐ Surface	30	Dr.	ー		
Accuracy	70	Thief			
回避	64	Appearance	Under 3D P197		

No.177

Seven アヌ (B)

Level 45 Human

Weakness Traits: Paralysis and Freeze

A Skill Resistance: Weak Skill Resistance Stagger Reduction High

HP	34444	Weight	◆◆◆◇◇	無	◆◆◆◆◇
Attack	666	EXP	6700	SP	85	Gald	3
Defense	444				
Supply	333	Items	ー		
Magic Defense	777		ー		
Accuracy	333				
Evasion	444	Appearance	T200 i below P397		

No.178

ビー

Lv3 Insect

Weakness trait: Insect

Skill A Resistance: Normal Technique Resistance Stagger Reduction

HP	139	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	38	EXP	6	SP	3	Gald	7
Defense	26	Poison Needle (24%)			
Qi Gong	17	Items	ー		
Magic Defense	21		ー		
Accuracy	19				
回避	37	Appearance	The Backhill Behind the Present House (Childhood) P190 North Lower Road P297		

[No.179]

[Himerabbitle

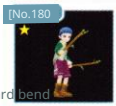
Lv72 Insect

Weakness Traits: Bird Insect Reptile Flight

PA Skill Resistance: Normal Technique B Resistance Stagger Reduction

HP	8709	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	708	EXP	2044	SP	29	Garde 553
Defense	355	Top-secret Fruit (12%)			
Robbery	355	Item	Rice (4%)		
Magic Defense	443		Secret Object (3%)		
Accuracy	399	Appearance	Yu kou ヌアヌ Yu 2 (Genealogy of Future People)		
Shangyue	598		Now ヌタ, Lé Na (Upper Layer) P366		

[No.180]



Seven one eight below?

Lv75 Human

Postal point characteristics: Only human 2 spiritual entities

A-type durability is usually Technique Resistance Stagger Reduction

HP	2820	sa	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	588	EXP	5441	SP	20	Gald	100
Defense	4390	☐ Cloth used on one (24%)			
命攻	453	アイテム	Eighty-one cloth yuan (12%)		
Magic Defense	4390		ー		
Accuracy	487		ソーオンケイジ フロア1 P462		
回避	546	Appearance			

No.181

Piyopiyo

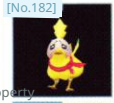
Lv3 | Bird

Weakness Trait: Bird

Skill A Resistance: Technique B with Staggered Property

HP	158	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	41	EXP	6	SP	3	Gald	7
Defense	21	Words(7%)			
Magic Attack	18	Items	Feather (12%)		
Magic Defense	14		–		
Accuracy	24	Appearance	North Shimodō (childhood) P192		
Evasion	33		Beibaku Second Road P207		

[No.182]



Biyo-Biyo

Level 100 | Use

Weakness Trait: Bird | Paralysis

A technique alcohol B technique durability weak reduction

HP	60000	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	1290	EXP	5000	SP	30	Gald	7500
Defense	550	マゴ(1%)			
Biofou	748	Item	Chicken (1%)		
Magic D	342		–		
Accura	1033	Appearance	ゾーオンケイジ フロア6 P467		
回避	964				

No.183

ビラービー

Lv35 | Insect

Weakness Traits: Flight | Shooting

Skill A Resistance: Technique B resistance Normal

HP	2835	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	369	EXP	90	SP	16	Gald	43
Defense	149	Venomous Needle (24%)			
Magic Attack	149	Zi-line Instant Death Needle (12%)			
Magic Defense	186		–		
Accuracy	173	Appearance	21C Research Institute		
Evasion	347		Under WEL302 P284		

No.184

Hildisvini

Level 90 | Dedication

Weakness Traits: Inorganic | Burn

A technique resistance Weakness Normal reduction

HP	27622	Weight	◆◆◆◇◇	Agility	◆◆◆◆◇
Attack	1710	EXP	16954	SP	40	Gald	772
Defense	450	Day: Glorious Hand (12%)			
Magic Attack	443	Item Drop	–		
Magic Defense	728	Day: Feather (12%)			
命中	997	Appearance	ゾーオンケイジ フロア4 P465		
Evasion	641		One-ku 707 P468		

No.185

7 Xi·Yi

Lv19 | Human

Weakness Traits: Strike | Paralysis

Technique A typical Technique B Stagger Normal

HP	2933	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	302	EXP	46	SP	25	Galdo	38
Bulletproof	158	Day 5 Iyou (24%)			
Magic Attack	136	Corpse Material (12%)			
Magic Defense	136		–		
Accuracy	139	Appearance	7 Sai Yi Column P287		
回避	156		Sai Yi Forest P206		

No.186

ファリアー

Level 33 | Human

Weakness Traits: Slash | Shooting

A Skill Resistance: Technique B resistance Stagger Normal

HP	03151	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	434	EXP	99	SP	21	Gald	48
Defense	209	Day Lower Ku (24%)			
Magic Attack	200	Item	White Wine (12%)		
Magic Defense	209		–		
Accuracy	216	Appearance	7 Yi Plateau P279		
回避	242		7 Fang Gong Downhill P282		

[No.187]

Foe Elemental

Lv29 | Spirit

Weakness Traits: Amorphous | Spectral Entity

Money: Frozen

Skill A Resistance: Normal attack resistance Very weak, no stagger reduction

HP	1729	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	252	EXP	68	SP	19	Gald	37
Defense	820	Upper stone material (24%)			
Magic Attack	234	Items	–		
Magic Defense	117	コア Fragment (18%)			
Accuracy	232	Appearance	Strata Desert Ruins P264		
回避	463		Riot Peak P437		

No.188

[Pooka Gear

Level 52 | Machine

Weakness Traits: Impact | Paralysis

A Skill Resistance Weak Skill Resistance Stagger Reduction

HP	15500	Weight	◆◆◆◇◇	Agility	◆◆◇◇◇
Attack	825	EXP	1519	SP	91	Warmer	658
Defense	390		–		
Insert	550	Items	–		
Defense	757		–		
En rou	436	Appearance	T68 Lower P419		
Evasion	298				

No.189

フーリエ

Level 110 | Human

Weakness Traits: Only Hum | Shooting | Impact | Venom Pollution

A Skill: Weak Resistance Technique B Resistance Normal

HP	278984	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	1620	EXP	164230	SP	1100 Shu'er Down 14320
Defense	765	Day 9-4757 (5%)			
Magic Attack	1280	Item Seafood Salad (1%)			
Magic Defense	1024		–		
Accuracy	760	Appearance	One Talent Rank 7078 P470		
Evasion	812				

No.190

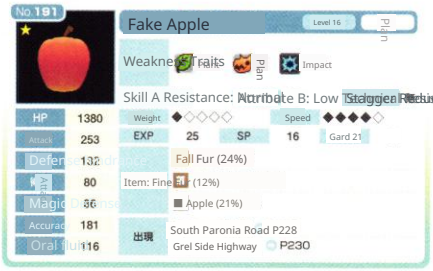
Fake

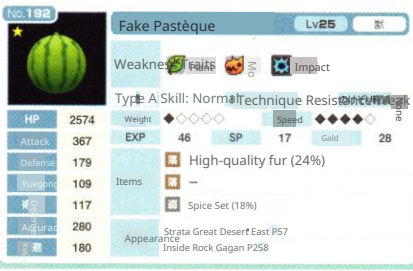
Lv32 | Stone

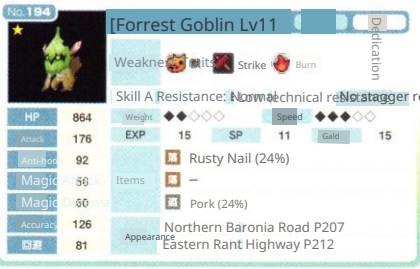
Weakness Traits

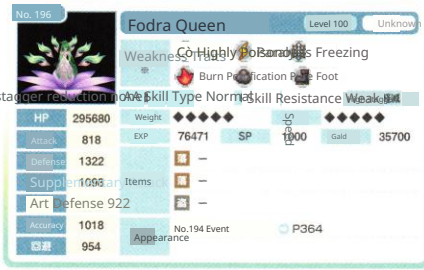
Skill A Resistance: Normal: Weak Resistance Stagger Reduction

HP	18000	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	748	EXP	226	SP	75	Gald	179
Anti-stre	326		–		
Supplies	190	Items	–		
Rope	213		–		
All Hit	397	Appearance	ET4101 and below P403		
回避	400				









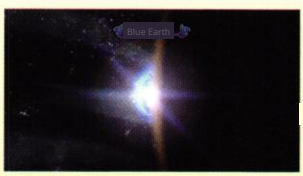
※When in sword form, weaknesses are Human, Machine, Spirit, Fiend, Ruin Star, an

How to use the hidden Secret Art "Blue Earth"

The Fodrak Queen you fight at the end of the "Lineage to the Future" chapter will, once when her HP falls below 5%, use the Secret Art "Dual the Sun". If you input the commands listed in the table on the right at that time, she will unleash Secret Arts consecutively from ① to ⑦. If you successfully complete the command input to the end, you can turn the tables with the hidden Secret Art "Blue Earth". The trick to success is to keep holding the corresponding button until the next Secret Art activates. If you keep holding the ++ + button while the seventh "Dimensional Material" is activating, "Blue Earth" will trigger, the Fodrak Queen will fall, and as a bonus the earned EXP, Gald, and SP will increase. When the Fodrak Queen's remaining HP is reduced to around 5%, set allies' tactics to "Do not attack" and aim for this move.

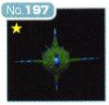
・Commands to unleash "Blue Earth"

Commands corresp	o Fodlak Que
1. Dual the Sun	Hold Left Stick Button
2. Aquarius Sphere	Hold button down
3. Prismic Stars	Hold the button down
4. Brightest Gate	Hold the button down
5. Explosion Nova	+ Hold the button down
6. Maxwell Roar	++ Hold the button down
⑦ Dimensional Material	+ + Hold the button down



All characters' cut-ins After this, the secret art will explode. You can also hear unique li

No.197



Phobos Eye

Lv64 | Fiend

Weakness Traits: Fiend, Ruin, Flight, Shooting, Burn, Petrification

Technique A Resistance: Very Weak | Technique B Resistance

HP	15574	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	1099	EXP	1907	SP	26	Gald	361
Defense	334				
属攻	513				
Docking defense	734				
Accuracy	811				
Recycle	812				

Items: Dangerous Liquid (24%); Item Cheese (12%); Clear Core (6%)

Appearance: Gardia Shaft (Lower Layer) P339

No.198

Puorukka

Level 110 | Amorphous

Weakness Traits: Plant, Amorphous, Burn

A-tech Resistance: Very Weak | Technique Resistance: Very Weak | Damage Reduction

HP	31185	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	1217	EXP	44118	SP	50	Gald	1332
Defense	657				
Magic Attack	686				
Magic Defense	2357				
Hit	939				
Evasion	1043				

Items: Soft Stone (12%); –; Liqueur Bottle (3%)

Appearance: Zo-On Cage Floor 7 P468; Zo-On Cage Floor 8 P470

No.199

Budawangni

Level 100 | Reptile

Weakness Traits: Reptile, Meal, Freezing

Resistance to A-type Attacks | Technique Resistance: Weak

HP	33600	Weight	◆◆◆◆◇	Speed	◆◇◇◇◇
Attack	1715	EXP	25000	SP	70	Gald	1785
Defense	1542				
Pierce Attack	237				
Comb Defense	820				
Gold Mod	966				
Evasion	703				

Items: Box (12%); –; Banashia Bottle (3%)

Appearance: Zo-On Cage Floor 6 P467

No.200

Puchi Puri (PuchiPuri)

Level 10 | Plant

Weakness Traits: Plant, Burn

Skill A Resistance: Normal | Technique Resistance: Normal | Damage Reduction

HP	570	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	90	EXP	11	SP	8	Gald	11
Defense	73				
Normal Attack	57				
Insert Defense	73				
回避	106				
Evasion	41				

Items: Nameless Fruit (24%); Item Drop Rice (12%); Gummi Fruit (24%)

Appearance: Aoren Forest P206; Rant Backhill P218

No.201

Butcher

Level 33 | Human

Weakness Trait: Human, Strike, Impact

Skill A Resistance: Technique B Resistance: Normal

HP	3676	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	463	EXP	124	SP	26	Gald	63
Defense	238				
Yuko Offensive	229				
Supplemental	238				
Accuracy	216				
回避	242				

Items: Daikon (24%); Egg (12%); –

Appearance: Fendel Plateau P279; Zavet Mountain P282

No.202

[Foot Soldier]

Level 14 | Human

Weakness Traits: "Strike", Shock

Technique Attribute A: Normal | Resistance: Normal | Damage Reduction

HP	1648	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
攻撃	225	EXP	28	SP	19	Gald	27
Defense	116				
Robbery	111				
Insert	116				
En route	103				
Recover	116				

Items: Rusty Nail (24%); –; –

Appearance: Event No.031 P214

No.203

Pudding Looper

Lv75 | Amorphous

Weakness Traits: Amorphous, Electric Tribe

Technique A Resistance: Very Weak | Technique B Resistance: Normal

HP	10350	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	651	EXP	1360	SP	15	Gardo	411
Defense	280				
Magic Attack	297				
Magic Defense	1005				
Accuracy	449				
回避	633				

Items: Drop Milk (12%); Darkness Liquid (4%); Cheese (3%)

Appearance: Rastakanan (Lower Layer) P370

No.204

[Plato Goblin]

Lv32 | Beast

Weakness Traits: Machine, Impact, Paralysis

Skill A Resistance: Technique B Resistance: Weak

HP	2534	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	437	EXP	60	SP	15	Gald	36
Defense	196				
捕攻	119				
Antimic	128				
回避	318				
回避	204				

Items: Broken Blade (24%); Gummy Fruit (12%); Peach (15%)

Appearance: Fendel Border Area P276; Fendel Mountain Tunnel P278

No.205

Flame Beetle

Lv60 | Insect

Weakness Traits: Insect, Flight, Shooting, Free

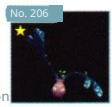
A-type resistance: Weak | Technique B resistance: Normal

HP	19440	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	809	EXP	350	SP	25	Gald	278
Defense	480				
Magic Attack	295				
Surgical defense	925				
En route	480				
回避	666				

Items: Sharp Tooth (24%); Chicken (12%); –

Appearance: Untrodden Desert P255; Riot Peak (Lineage Toward the Peak) P244

No.206



Prikodama

Level 46 | Plant

Weakness Attribute: Heat, 猛毒

Attribute A: Normal | Resistance to 8 skills | Damage Reduction

HP	4886	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	426	EXP	257	SP	18	Gald	89
Defense	280				
属攻	219				
Magic Defense	280				
Accuracy	422				
回避	162				

Items: Gummi Fruit (24%); Item: Nail (12%); Secret Fruit (9%)

Appearance: District 13 P307

[No.207]

Pricobal Lv29 Plant

Weakness Traits: Slash, Freeze

Skill A Resistance: Normal

HP	1521	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	251	EXP	34	SP	10
Defense	148				
Magic Attack	116	Items	—		
Magic Defense	148		—		
Accuracy	268		—		
Evasion	103	Appearance	ET340IP401 ベント		

No.208

Pre-Sabotage Lv26 Plant

Weakness Traits: Shinsui | Frozen

Ability A: Usually Technique Resistance: Normal

HP	2739	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	260	EXP	51	SP	18
Defense	186				
Magic Attack	145	Items	—		
Magic Defense	186		☐ Nameless Fruit (18%)		
Accuracy	270				
Evasion	104	Appearance	Wu Bu at Evening P56 Desert Suddenly Great Evening Desert · East		

[No.209]

Riya Level 110 Plant

Weakness Traits: Potent Poison

Technique A typical Technique Resistance: Normal

HP	24929	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	1200	EXP	25294	SP	40
Defense	778				
Pierce Attack		Items			
Magic Defense	778				
Accuracy	1130				
Evasion	435	Appearance	ゾーオンケイジ フロア8 P470		

No.210

Pritsubomi Lv3 Plant

Weakness Traits:

A technique alcohol 性 usually natu

HP	222	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	40	EXP	10	SP	5
Defense	25				
Magic Attack	24				
Magic Defense	31				
Accuracy	39	Appearance	The Backhill of Today (Childhood) P190		
Evasion	15		Saiichi's Forest P206		

[No.211]

Plininji Lv18 Plant

Weakness Traits: Slash, Burn

Technique A typical Skill Projectile Type: Normal

HP	992	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	169	EXP	18	SP	10
Defense	111				
Magic Attack	87				
Magic Defense	111				
Accuracy	167				
Evasion	64	Appearance	Evening ノルマイト Street P230		

[No.212]

"Primān Kagia" Lv35 Machine

Key Point: Mechanical Impact

Agent A: weak ノ B Skill Affinity: Normal

HP	5528	Weight	◆◆◆◇◇	Speed	◆◆◇◇◇
Attack	418	EXP	120	SP	21
Defense	184				
Magic Attack	260				
Magic Defense	358				
Accuracy	265				
Evasion	181	Appearance	Again Twenty-One Evening Research Institute P286 7 Shu Child Glacier Ruins P294		

No.213

Kekou Yixi Yixi Lv67 Water Tower

Weakness Traits: Plastic

Resistance to A skill Technical Affinity: Normal

HP	9033	重さ	◆◇◇◇◇	Speed	◆◆◆◆◆
Attack	708	EXP	1269	SP	27
Defense	268				
Magic Attack	310	Items			
Supplemental Defense	640				
Accuracy	637				
Evasion	690	Appearance	7 Sou于儿 Iceberg Ruins (Future) Genealogy Draft) 7 Sou于儿 Iceberg Ruins (Future Genes Compilation)		

No.214

OUPU - One Unit Lv11 鳥

Weakness Traits: 鳥, Flight, New System, Petrification

Ability A: Usually Technical Affinity: No Stagger reduction

HP	1144	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	78	EXP	21	SP	16
Defense	64				
Magic Attack	78	Items			
Magic Defense	58				
Accuracy	90				
Evasion	88	Appearance	Under CCD P196		

No.215

Frederick Lv75 Human

Weakness Traits: Only Human, Paralysis and Freeze, Petrification, Plum Foot

Type A Skill Attribute: Normal

HP	225630	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	1024	EXP	10050	SP	750
Defense	999				
Magic Attack	808	Item -			
Maximum Protection	673				
In life	811				
Evasion	530		One talent position 7071 P462 2 appearances		

[No.216]

ブロートン Level 66 Fiend

Weakness Traits: Crab, Fiend, Ruinous Star, Sugar Gelation

Skill A Resistance: New Type B Skill Attribute: Normal

HP	109138	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	1416	EXP	5000	SP	1000
Defense	400				
Supplemental Attack	800	Items			
Magic Defense	500				
Accuracy	600				
Evasion	500	Appearance	Under CCD P312		

No.217

プロゴノスワイバーン Lv49 Electric Tribe

Weakness Traits: Reptile, Dragon, Flight, Petrification

A-skill Weakness | Technique B resistance Stagger Reduction

HP	20933	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	880	EXP	799	SP	42
Defense	311				Guard 270
Apply attack	428	Item	Inch) bone (24%)		
Magic Defense	622		Dragon Scale (12%)		
Accuracy	389		Intent of two (9%)		
Return	218	Appearance	District 66 P315		

Nei cai below dagger one evening (Genealogy of P[illegible]eople) P448

No.218

Procelbina Lv64 Insect

Weakness Traits: Insect, Fiend, Ruinous Star, Flying, Shooting, Burn

Skill A Resistance: Normal Affinity: Normal Stagger Reduction Low

HP	115016	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	718	EXP	19071	SP	640
Anti-villain	451				Wan'erxia 14433
Magic Attack	564	Items	Talk: Secret Fruit (100%)		
Silver defense	564		—		
En route	592		—		
Evasion	847	Appearance	No.163のイベント P334		

No.219

20121 yo Level 110

Weakness Traits: Reptile, Plan, Child Clan

A attack resistance Normal Resistance Swagger Reduction

HP	224240	Weight	◆◆◆◆◇	Speed	◆◆◆◆◆
Attack	1450	EXP	133200	SP	165
Defense	1111				Gald 0
Magic Attack	676		Request one evening (5%)		
Magic Defense	725	Eye	—		
命中	1352	Appearance	One Talent Rank 7078 P470		
Evasion	540				

No.220

ベア Lv4

Weakness trait: Spiky

A attack resistance Normal B: Low Technique resistance

HP	322	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	76	EXP	11	SP	6
Defense	40				Gald 14
Magic Attack	24		Fur (24%)		
Magic Defense	26		Ci One Day (12%)		
En route	54		Ricao One Day (12%)		
Evasion	35	Appearance	Bu Street (childhood)		

North Lower Road P217

No.221

Bear Camandale Lv43

Weakness Traits: Impact, Burn

A-technique usual Se weak Stagger

HP	10993	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	555	EXP	451SP	SP	41
Defense	393				Gald 182
Art Attack	239	Items	Right bone (24%)		
Magic Defense	255		Day small bone (12%)		
Accuracy	532		Twenty-first day (12%)		
Evasion	342	Appearance	Untouched snowy path P303		

No.222

Hachinohe Sailer Evening One Below Level 38

Weakness Traits: Shoot, Burn

Technique A alcohol Technique resistance Stagger Reduction

HP	6360	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	643	EXP	248	SP	77
Defense	336				Gald 190
補攻	205		Day female bone (24%)		
Magic Defense	219	Item: high	ality fur (12%)		
En route	409		Day Twenty-one (12%)		
Return	203	Appearance	Unopened Snowy Road P302		

Under 5 years old P436

No.223

K ryo hachi seki ichi F Level 5

Weakness Traits

Technique A typical Technique resistance No stagger reduction

HP	890	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	80	EXP	25	SP	27
Defense	64				Gald 39
Magic Attack	58		Fishing Rod (100%)		
Magic Defense	66	Items	Nineteen-Twenty-One (100%)		
Accuracy	115		—		
回避	82	Appearance	CD20 below P197		

No.224

Bear Monarkos Lv72

Weakness trait: Joy

A Skill Resistance: Normal Alcohol Attack yù

HP	12419	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	915	EXP	2555	SP	36
Defense	563				Gald 737
Magic Attack	355		Meteorite (4%)		
Magic Defense	360	Item: Bra	speria (1%)		
Accuracy	798		Nineteen-Twenty-One (3%)		
Evasion	513	Appearance	Otherworldly Paradise P359		

No.225

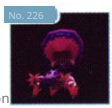
ベアリーダー Level 12

Weakness Traits: Strike, Burn

Technique A resistance Normal No stagger reduction

HP	1373	Weight	◆◆◆◇◇	攻	◆◆◆◇◇
Attack	215	EXP	24	SP	17
Defense	112				Gardo 24
Magic Attack	68 dsi fur (12%)		Single female bone (24%)		
Magic Defense	73		ビーフ(24%)		
Accuracy	152	Appearance	North Shimo Road P217		
回避	98		Backhill of Ima-no-shita P218		

No. 226



Pale Parasite Level 30 Insect

Weakness Traits: Deng ins, Amorpi, Shooting, Burn

A Skill Resistance: Normal Technique B resistance Normal High

HP	7733	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	354	EXP	240	SP	96
Defense	350				Fangxin 126
Artillery Attack	227		Two 5ba-yi- (50%)		
Magic Defense	350		Fief: Tome of Fullness (100%)		
Accuracy	198		—		
For Prof	397	Appearance	Below E301 P252		

No.227

Hekton

Lv76 Fiend

Weakness Traits: Fiend, Ruinous Star, Slowed

Technique B resistance: Normal

HP	137530	Weight		Speed	
Attack	1629	EXP	5000	SP	1300
Defense	500				
Robbe	800	Items	Ouroboros (100%)		
anti-def	500		—		
Hit			—		
Mouth	500	Event No. 159		P332	

No.228

Bernardo Carpio

Level 80 Inorganic

Weakness Traits: Child, Slow

A attack resistance: Normal

HP	45158	Weight		Speed	
Attack	1039	EXP	13000	SP	200
Defense	1020				
Magic	1562	Item drop	Break Destiny (3%)		
Patro	739		—		
Briefi	503		—		
Evasion	692	Appearance	Rastakanan (Lower Layer) P370		
			Rastakanan (Fodora's Core) P374		

No.229

Pempton

Lv74 Monster Dew

Weakness Traits: Fiend, Vic, Burn

Resistance to A-type Attacks: Normal

HP	30602	Weight		Speed	
Attack	1587	EXP	5000	SP	1000
Defense	800				
Magic Attack	808	Items	Undertaker (100%)		
Magic	300		—		
Accurac	600		—		
Evasion	500	Appearance	Event No. 159		P332

No.230

Boa

Lv11

Weakness Traits: New, Burn

A attack resistance: Normal

HP	864	Weight		Speed	
Attack	176	EXP	15	SP	11
Defense	92				
Magic	56	Item	Valk (24%)		
Yu Defen	60		Fur (12%)		
Accurac	126		—		
Evasion	81	Appearance	North Paronia Road P207		
			East Rant Street P212		

No.231

Poisson

Lv75 Human

Weakness Traits:

A Technique Resistance: Very Weak

HP	225630	Weight		Speed	
Attack	1176	EXP	27206	SP	750
Defense	673				
Magic Attack	808	Item drop	—		
Magic Defense	1673		—		
Accurac	811				
Evasion	728	Appearance	Riot Peak (Lineage Toward the Future) P449		

No.232

[Bow Shooter

Lv19 Human

Weakness Trait: Human, Paralysis

Skill A Resistance: Normal

HP	1950	Weight		Speed	
Attack	269	EXP	33	SP	18
Defense	139				
Magic	133	Item	Egg (12%)		
Magic	139		Row		
Accurac	125				
Evasion	110	Appearance	Wallbridge P237		
			Oren Forest P206		

No.233

"Pawse Eagle

Level 73

Weakness Trait: Flight

Skill A Resistance: Normal

HP	10097	Weight		Speed	
Attack	757	EXP	2248	SP	30
Bullet	450		Alluring Feather (8%)		
Magic	382	Item: Fan	om Light (1%)		
Magic	232		Beautiful Feather (3%)		
Accurac	520		Paradise of the Otherworld P450		
Evasion	711	Appearance			

No.234

[Pocher

Lv38 Human

Weakness Traits: Slash, Shooting

Type A Skill: Normal

HP	4652	Weight		Speed	
Attack	499	EXP	160	SP	22
Defense	240				
Ma	230	Items	Pumpkin (24%)		
Magic	240		—		
Accuracy	248		Pudding (15%)		
Evasion	278	Appearance	Path to the Ice Sea P293		

No.235

Hoplites

Level 71 Machine

Weakness Traits: Human, Spirit, Machine, Paralysis

Skill A Resistance: Normal

HP	15321	Weight		Speed	
Attack	783	EXP	1858	SP	29
Bullet	825		Luminous Core (8%)		
Critical	525	Item Tempest	Bringer (1%)		
Suppo	425		Liqueur Bottle (3%)		
Accurac	534		Element Research Institute P357		
Evasion	365	Appearance			

No.236

Polycarpos

Lv55 Machine

Weakness Traits: Mechanical Impact, Paralysis

Skill A Resistance:

HP	44444	Weight		Speed	
Attack	720	EXP	4005	SP	300
Defense	810				
Magic	562	Item drop	Damascus Steel (100%)		
Magic	730		—		
Accurac	716	Room	—		
	315	Appearance	Event No. 133		P302

No.237 ホルケウカムイ Lv77 獣

弱点特性	獣 猛毒 凍結 鈍足
A技耐性	弱い
B技耐性	通常
のけぞり軽減	高
重さ	◆◆◆◆◇
速さ	◆◆◆◆◆
EXP	3115
SP	39
ガルド	864
アイテム	春宵一刻の毛皮(8%)
	―
	最高級の毛皮(3%)
出現	ラスタ・カナン(下層) ○ P370

HP	20811
攻撃	862
防御	406
術攻	379
術防	623
命中	853
回避	549

No.238 ホルンボーラー Lv95 機械

弱点特性	人間 機械 マヒ
A技耐性	通常
B技耐性	とても弱い
のけぞり軽減	無
重さ	◆◆◆◇◇
速さ	◆◆◆◇◇
EXP	23471
SP	224
ガルド	1679
アイテム	インペリアルエッグ(12%)
	―
	ライフボトル(3%)
出現	ゾーオンケイジ フロア5 ○ P466 ゾーオンケイジ フロア7 ○ P468

HP	34628
攻撃	1452
防御	3200
術攻	802
術防	688
命中	893
回避	943

No.239 ポロン Lv105 獣

弱点特性	獣 妖魔 石化
A技耐性	通常
B技耐性	弱い
のけぞり軽減	高
重さ	◆◆◇◇◇
速さ	◆◆◆◇◇
EXP	26765
SP	100
ガルド	1261
アイテム	黒の指輪(12%)
	―
	ダークボトル(3%)
出現	ゾーオンケイジ フロア7 ○ P468

HP	28136
攻撃	1623
防御	1024
術攻	516
術防	553
命中	1162
回避	747

No.240 ボンブギア Lv52 機械

弱点特性	機械 衝撃 マヒ
A技耐性	弱い
B技耐性	通常
のけぞり軽減	無
重さ	◆◆◆◇◇
速さ	◆◆◇◇◇
EXP	304
SP	13
ガルド	110
アイテム	―
	―
	―
出現	T28 のイベント ○ P399

HP	5167
攻撃	536
防御	195
術攻	275
術防	378
命中	348
回避	238

No.241 マークスマン Lv14 人間

弱点特性	人間 打撃 衝撃
A技耐性	通常
B技耐性	通常
のけぞり軽減	無
重さ	◆◆◆◇◇
速さ	◆◆◆◇◇
EXP	28
SP	19
ガルド	27
アイテム	壊れた歯車(24%)
	―
	―
出現	No.031 のイベント ○ P214 No.039 のイベント ○ P222

HP	1648
攻撃	225
防御	116
術攻	111
術防	116
命中	103
回避	116

No.242 マーマントゴースト Lv39 精神体

弱点特性	精神体 飛行 斬撃
A技耐性	通常
B技耐性	とても弱い
のけぞり軽減	無
重さ	◆◇◇◇◇
速さ	◆◆◆◆◇
EXP	176
SP	23
ガルド	70
アイテム	コアの欠片(24%)
	クリアコア(12%)
	タラ(15%)
出現	フェンデル氷山遺跡 ○ P294 ライオットピーク ○ P437

HP	2662
攻撃	310
防御	917
術攻	314
術防	157
命中	310
回避	621

No.243 マステマ Lv120 妖魔

弱点特性	精神体 妖魔 凍結
A技耐性	弱い
B技耐性	通常
のけぞり軽減	無
重さ	◆◆◆◆◇
速さ	◆◆◆◆◇
EXP	82353
SP	77
ガルド	1477
アイテム	万物の進行表(12%)
	―
	アルカナボトル(3%)
出現	ゾーオンケイジ フロア9 ○ P471

HP	39936
攻撃	1579
防御	990
術攻	750
術防	1390
命中	1686
回避	1370

No.244 マリーツァゴーレム Lv44 無機物

弱点特性	無機物 打撃 衝撃 鈍足
A技耐性	通常
B技耐性	弱い
のけぞり軽減	無
重さ	◆◆◆◆◇
速さ	◆◆◆◇◇
EXP	496
SP	41
ガルド	195
アイテム	上石材(24%)
	―
	歯車(12%)
出現	雪に閉ざされた遺跡 ○ P304 ライオットピーク ○ P438

HP	10349
攻撃	783
防御	507
術攻	280
術防	367
命中	311
回避	272

No.245 マルキシオスデーモン Lv64 妖魔

弱点特性	妖魔 暴星 飛行 斬撃 凍結 石化
A技耐性	とても弱い
B技耐性	通常
のけぞり軽減	無
重さ	◆◆◆◆◇
速さ	◆◆◆◆◇
EXP	2384
SP	32
ガルド	481
アイテム	モモ(24%)
	秘密の実(12%)
	白ワイン(6%)
出現	ガルディアシャフト(下層) ○ P339

HP	18171
攻撃	1072
防御	396
術攻	586
術防	796
命中	811
回避	659

No.246 マルトービーク Lv60 鳥

弱点特性	鳥 衝撃 鈍足
A技耐性	通常
B技耐性	弱い
のけぞり軽減	無
重さ	◆◆◇◇◇
速さ	◆◆◆◆◆
EXP	220
SP	50
ガルド	270
アイテム	美麗な羽根(24%)
	―
	―
出現	未踏の砂漠 ○ P255

HP	21420
攻撃	923
防御	890
術攻	359
術防	480
命中	640
回避	620

No.247

マルマロストータス Lv61 爬虫類

弱点特性: 水棲 / 爬虫類 / 妖魔 / 暴星 / 打撃 / 鈍足

A技耐性	通常	B技耐性	通常	のけぞり軽減	低
重さ	◆◆◆◆◇	速さ	◆◇◇◇◇		

HP	25137	EXP	2507	SP	43	ガルド	593
攻撃	774						
防御	363						
術攻	145						
術防	363						
命中	591						
回避	430						

アイテム
- 珍 水精の貝(24%)
- 珍 カニ(12%)
- 盗 ウナギ(6%)

出現: ガルディアシャフト(中層) P337

No.248

マレスター Lv45 水棲

弱点特性: 水棲 / 斬撃 / 火傷

A技耐性	とても弱い	B技耐性	通常	のけぞり軽減	無
重さ	◆◇◇◇◇	速さ	◆◆◆◆◆		

HP	12000	EXP	390	SP	30	ガルド	138
攻撃	508						
防御	207						
術攻	238						
術防	493						
命中	429						
回避	465						

アイテム
- 珍 ー
- 珍 ー
- 盗 ー

出現: T27 のイベント P399

No.249

マンドラゴラ Lv18 植物

弱点特性: 植物 / 打撃 / 火傷

A技耐性	通常	B技耐性	通常	のけぞり軽減	無
重さ	◆◇◇◇◇	速さ	◆◆◆◇◇		

HP	1389	EXP	30	SP	17	ガルド	24
攻撃	193						
防御	148						
術攻	116						
術防	148						
命中	188						
回避	72						

アイテム
- 珍 名もない実(24%)
- 珍 無名の実(12%)
- 盗 ー

出現: グレルサイド街道 P230

No.250

マンドラタント Lv25 植物

弱点特性: 植物 / 斬撃 / 凍結

A技耐性	通常	B技耐性	通常	のけぞり軽減	無
重さ	◆◇◇◇◇	速さ	◆◆◆◇◇		

HP	2594	EXP	58	SP	22	ガルド	38
攻撃	267						
防御	204						
術攻	160						
術防	204						
命中	260						
回避	100						

アイテム
- 珍 無名の実(24%)
- 珍 バナナ(12%)
- 盗 グミの実(18%)

出現: ストラタ大砂漠・東 P257
No.088 のイベント P267

No.251

マンドラテーテー Lv52 植物

弱点特性: 植物 / 妖魔 / 暴星 / 衝撃 / 鈍足

A技耐性	通常	B技耐性	通常	のけぞり軽減	無
重さ	◆◇◇◇◇	速さ	◆◆◆◇◇		

HP	9544	EXP	760	SP	31	ガルド	219
攻撃	660						
防御	422						
術攻	550						
術防	422						
命中	536						
回避	206						

アイテム
- 珍 秘密の実(24%)
- 珍 聖木の金枝(12%)
- 盗 ナス(6%)

出現: ラムダ繭 P322

No.252

マンドラニース Lv4 植物

弱点特性: 植物

A技耐性	通常	B技耐性	通常	のけぞり軽減	無
重さ	◆◇◇◇◇	速さ	◆◆◆◇◇		

HP	334	EXP	11	SP	6	ガルド	14
攻撃	52						
防御	40						
術攻	31						
術防	40						
命中	50						
回避	19						

アイテム
- 珍 名もない実(24%)
- 珍 茶葉(12%)
- 盗 ー

出現: 北ラント道(幼少期) P192
グレルサイド街道 P230

No.253

マンドラフィーリア Lv110 植物

弱点特性: 植物 / 精神体 / 火傷

A技耐性	通常	B技耐性	通常	のけぞり軽減	無
重さ	◆◇◇◇◇	速さ	◆◆◆◇◇		

HP	25751	EXP	44118	SP	50	ガルド	1332
攻撃	1369						
防御	889						
術攻	696						
術防	889						
命中	1130						
回避	435						

アイテム
- 珍 カンタレラ(12%)
- 珍 ー
- 盗 バナシーアボトル(3%)

出現: ゾーオンケイジ フロア8 P470

No.254

ミーソスアイ Lv52 妖魔

弱点特性: 妖魔 / 暴星 / 飛行 / 射撃 / 凍結 / 鈍足

A技耐性	通常	B技耐性	通常	のけぞり軽減	無
重さ	◆◆◆◇◇	速さ	◆◆◆◇◇		

HP	12190	EXP	760	SP	31	ガルド	219
攻撃	720						
防御	422						
術攻	480						
術防	422						
命中	553						
回避	389						

アイテム
- 珍 朽ちた剣(24%)
- 珍 デンジャラス液体(12%)
- 盗 ミンチ(6%)

出現: ラムダ繭 P322
風機遺跡 P346

No.255

ミーヌギア Lv60 機械

弱点特性: 機械 / 衝撃 / マヒ

A技耐性	弱い	B技耐性	通常	のけぞり軽減	無
重さ	◆◆◆◇◇	速さ	◆◆◇◇◇		

HP	9720	EXP	1303	SP	24	ガルド	278
攻撃	713						
防御	314						
術攻	444						
術防	610						
命中	452						
回避	309						

アイテム
- 珍 ストレンジギア(24%)
- 珍 タマネギ(12%)
- 盗 ー

出現: 砂に埋もれた遺跡 P456
ライオットピーク(未来への系譜編) P447

No.256

ミチエーリドラゴン Lv38 竜族

弱点特性: 爬虫類 / 竜族 / 打撃 / 火傷 / 鈍足

A技耐性	とても弱い	B技耐性	通常	のけぞり軽減	無
重さ	◆◆◆◆◇	速さ	◆◆◇◇◇		

HP	9998	EXP	240	SP	39	ガルド	131
攻撃	765						
防御	222						
術攻	333						
術防	484						
命中	302						
回避	168						

アイテム
- 珍 硬いうろこ(24%)
- 珍 竜のうろこ(12%)
- 盗 マグロ(15%)

出現: 氷海への道 P293
ライオットピーク P437

(No. 257)

Midnight Shade

Lv68 | Spirit

Color Sp... | Water Powers* | Spirit Entity

Skill A Resistance: Normal | Technique resistance Very weak, no stagger reduction

HP	7932		Speed		
Attack	539	EXP	1396	SP	28	Gald	469
Defense	1592				
Yuko	545				
Magic	272				
Accurac	539				
Evasion	1077				

Item
- Top-secret Fruit (8%)
- Minced Meat (4%)
- Secret Fruit (3%)

Appearance: Oushasai Desert Ruins (Lineage of Future People) P252

No.258

"Wit" ーヒ ン

Lv29 | Insect

Weakness Trait: A... | Shrink | Freeze

A technique alcohol... | Technique B resistance Normal

HP	2161		Speed		
Attack	306	EXP	51	SP	15	Gald	29
Defense	123				
Magic	123				
Yuko	154				
Accura	144				
Evasion	288				

Item
- Venomous Needle (24%)
- Yuko Poison Needle (12%)
- Nisshaku (8%)

Appearance: Ou Bu Xi Great Desert West
Ou Xia Yi Xi Great Desert North

No.259

Mursiērāgo

Level 45 | Human

Post Office Characteristics | New System P Impact
Human | Paralysis | Burn | Petrification

Skill A Resistance: Normal | Technique attribute: normal | No stagger reduction

HP	10006		Speed		
Attack	787	EXP	0	SP	0	Wan'er Small 415
Defens	405				
Magic	382				
Magic	405				
Accurac	326				
Evasion	365				

Item
- タマ Auspicious (24%)
- Three's Hand (12%)
- Corrosive Medicine (6%)

Appearance: Nei cai Xia bi yi xi P439
Jincai Bi- Yixi (Lineage Column for Future Entry) P439

No.260

Wu Yi Number One Under

Level 63 | Reptile

Post Offi... | Characteristics | ... | Burn

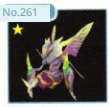
Resistance to A-type Attacks: Normal | Very weak, no stagger reducti

HP	10811				
Attack	710	EXP	1549	SP	26	Fang'erbu 385
Defense	781				
Magic	120				
Magic	300				
Accura	567				
Evasion	412				

Item
- ニンジン(12%)
- Beneficial Tooth (4%)
- Sharp Female Bacteria (3%)

Appearance: 7 Soyu Er Glacier Ruins (Genealogy of Future People) P349

No.261



Again a チ[ー

Lv67 | Insect

Weakness... | Insect | Shooting | Burn

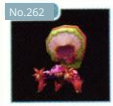
Skill A Resistance: Normal | Skill Projectile | Stagger | Normal

HP	7743	Weight		Speed	
Attack	752	EXP	1469	SP	27	Gald	439
Defens	330				
Magic	330				
Magic	413				
Accurac	372				
Evasion	743				

Item
- Tea leave
- Zixing Grain-born Needle (4%)
- Door Instant Death Needle (3%)

Appearance: Genealogy Compilation of Mount Bing Archaeological Site (Future) P... Area 13, Area 66 (Future) Genealogy Fortune) P307

No.262



Mail Parasite

Level 28 | Insect

Insect | Amorpho... | Shooting | Burn

Weakness Traits

A technique耐性 W... | Technique B resistance Normal | Stagger Reduction Low

HP	9802	Weight		Speed	
Attack	420	EXP	187	SP	36	Gald	126
Defense	213				
Sequent	320				
Rope	302				
Accurac	198				
Evasion	397				

Item
- Day 5 people's evening one (50%)
- Fixed Action Private 57 Bu Yuan (100%)
- —

Appearance: Under NO.0750 P252

No.263

メガロスリザード

Lv46 Reptile

Weakness Traits | Shooting | Heavy-footed

Skill A Resistance: Normal | Technique resistance: Very weak; flinch reduction

HP	7975		Speed		
Attack	609	EXP	343	SP	24	Gald	111
Defense	554				
Magic	35				
Cabin	213				
Accurac	402				
Evasion	292				

Item
- Sharp female (24%)
- Sharp Teeth (12%)
- —

Appearance: District 13 P307
Area 66 P315

No.264

Melan Slime

Lv47 | Amorphous

Amorpho... | Impact | Burn

Weakness Traits
- Petrified

A-technique resistance せLl` B-technique resistance Normal

HP	4907	Weight		Speed	
Attack	283	EXP	189	SP	12	Gald	79
Defense	150				
Magic	187				
Magic	632				
Middle	282				
Evasion	398				

Item
- Tianzhi Sand +57 Liquid (24%)
- —
- トウフ(9%)

Appearance: Kuchi-ichier Research Facility
S-Sai shita hi-ichi yū (Chronicle of Future People) P443

No.265

Melande Shelto

Level 120 | Spirit

Weakness Trait: Spi... | Entity | ... | Paralysis

Technique A resistance: ど毛 weak | No stagger reduction

HP	19354		Speed		
Attack	1308	EXP	58824	SP	55	Gald	440
Defens	548				
Magic	1096				
Magic Defense 3203					
Accurac	948				
Evasion	1896				

Item
- Renzher Gongxi (12%)
- —
- Ri Eleven Kubo Yuan (3%)

Appearance: One Talent One 57079 P471

No.266

Mercurius

Lv26 | Reptile

Weakness Traits | Reptile | Les Impact | Frozen

A attack resistance Normal | Skill Resistance Normal | reduction High

HP	9900	Weight		Agilite	
Attack	300	EXP	127	SP	66	Garudo	121
Defens	276				
Magic	89				
Brown	223				
Accurac	254				
Return	142				

Item
- [-X)-(1...0%)
- —
- —

Appearance: No.046 Under This P227

No.267 Mo Lv35 Human

Weakness Traits: Human | Strik - Impact
Paralysis Burn Slowed
Type B Usually

HP	6867	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	613	EXP	0	SP	0
Defense	316				
Magic Attack	304	Item	Banana (24%)		
Support	316		Chocolate (12%)		
Accuracy	254		Lantern (6%)		
Evasion	285	Appearance	Riot Peak P436		

Galdo 216

No.268 Mokkuru Karuvi Level 90 Inorganic

Weakness Traits: | Inorga | Frozen
(purely sufficient
Skill A Resistance: Low resi
No stagger reduction

HP	32760	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	2091	EXP	20336	SP	98
Defense	1032				
Supplementary	570	Item Drop	Damascus Steel (12%)		
Magic	747		–		
Accuracy	633		Fate and Chance Contest (3%)		
Evasion	554	出現	Zo'on Keiji Floor 4 P465		

Gard 1573

No.269 Mond Star Lv27 Water Tower

Weakness Traits: Water Burn
A Technique Resistance: Very Weak B Technique Resistance: Normal
No stagger reduction

HP	2735	Weight	◆◆◆◇◇	Speed	◆◆◆◆◆
Attack	288	EXP	56	SP	18
This D	109				
Magic A	126	Items	Dangerous liquid (24%)		
Yu Defe	260		–		
Accuracy	259		–		
Evasion	281	Appearance	Inside Rock Gagan P258		

Gald 32

Riot Peak P439

No.270 Yulizen Level 85 Spirit

Weakness Traits: Spirit Frozen
Technique Resistance: Normal
A Technique Resistance Very weak, stagger re

HP	23000	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇
Attack	807	EXP	12500	SP	53
Defense	556				
Magic A	724	Items	Soft Stone (12%)		
Magic D	874		–		
Accuracy	747		Light Blue Dangerous Liquid (3%)		
Evasion	1995	Appearance	Zooon Cage Floor 3 P464		

Gald 1105

No.271 Laoelvold Wolf Level 95 Machine

Weakness Traits: Human | Machine
A attack resistance: Normal
Technique Resistance: Weak

HP	43284	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	1752	EXP	31471	SP	112
Bulletpro	1102				
Physical Attack 702		Fa	Godslayer Sword (12%)		
Magic Defense 768			–		
Accuracy	793		Balloon Cross (3%)		
Evasion	743	Appearance	Zoaon Cage Floor 5 P466		

Gardo 1679

No.272 Rusty Coroper Lv47 Amorphous

Weakness Traits: Amorpho | New System Poison
| Burn
A Technique Resistance Very Weak Stagger Resistance Normal

HP	6134	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	549	EXP	283	SP	18
Defense	212				
Physical Attac	224	Item	Minced (24%)		
Yu De	759		Dangerous Liquid (12%)		
Accuracy	282		–		
Evasion	398	Appearance	Cornell Research Facility P313		

Gald 95

No.273 Radar Gear Level 37 Machine

Weakness Traits: Continu | Paralysis
A Technique Resistance: Very Weak Stagger

HP	4615	Weight	◆◆◆◇◇	Speed	◆◆◇◇◇
Attack	390	EXP	109	SP	17
Defense	140				
Magic Attack 236		Item	Gear (24%)		
Magic Defense	324		Strange Gear (12%)		
Accuracy	249		–		
Evasion	170	Appearance	Fendel Government Tower		

Gald 49

Fendel Iceberg Ruins P294

No.274 Rat Ghost Level 6 Spirit

Weakness Trait: Spirit Entity
Skill A Resistance: Normal
Technique resistance Very weak, no stagger redu

HP	199	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	54	EXP	9	SP	6
Defense	170				
Magic Attack	58	Items	Core Dust (24%)		
Magic Defense	29		–		
Accuracy	50		Row		
Evasion	101		Royal Capital Underground (Childhood)		
			Underground Royal Capital P225		

Gald 10

No. 275 Lambda Level 58 Spirit

Weakness Traits: Spirit | Vic | Paralysis
Skill A Weak
Technique B resistance: Normal

HP	36510	Weight	◆◆◆◆◆	Speed	◆◆◆◆◇
Attack	498	EXP	10765	SP 604	Gald 16800
Defen	610				
Magic Attack 388		Item	Approaching Crystal (100%)		
Comp	690		Mithril Wrist (100%)		
Accuracy	767		–		
Evasion	824	Appearance	Event No. 142 P310		

No.276 Lambda Angels Lv75

Weakness Traits: Demon | Ruin | Strike
Slash | Shootin | Impact
Technique A resistance: Weak

HP	203200	Weight	◆◆◆◆◆	Speed	◆◆◆◇◇
Attack	772	EXP	0	SP	500
Bulletpro	776				
Magic	515	Items	–		
Magic Defense 1040			–		
Accura	1024		Elixir (50%)		
Evasion	724	Appearance	Event No. 164 P334		

Gald 0

[No. 277] Lambda Theos Level 150 禁呪

Weakness Traits: Heaven, Human * Spiritual Entity, Ruinous Star

Skill A Resistance: Normal Technique B resistance: Normal Stagger Resistance High

HP	300000	Weight	◆◆◆◆◆	Speed	◆◆◆◇◇
Attack	1000	EXP	0	SP	1000
Defense	3000	Items	—		
Magic	1500		—		
Supplement		Defense	—		
Accuracy	1000	Appearance	C901 So-bu P473		
回避	999				

No.278 Bow Yōsuku Lv31

Weakness Traits: Flare, Shooting, Frozen

A attack resistance: Normal Technique resistance: Normal Stagger Resistance: Normal

HP	3772	Weight	◆◆◇◇◇	Speed	◆◆◆◆◆
Attack	400	EXP	103	SP	25
Defense	220		Hand (24%)		
Vibration	167	Item	Fine Fur (12%)		
Magic	143		タマゴ (15%)		
Accuracy	223	Appearance	Wu-bu at Dusk Green Desert · North		
回避	304		No.089 のイベント P268		

No.279 リアラ(A) Lv120 Human

Weakness Traits: Human, Flight, Petrification, Pure Foot

Technique A resistance: weak; Technique B resistance: Normal Stagger Resistance: Normal

HP	313920	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	1234	EXP	432322	SP	1200
Defense	1575		Magic Power Child Evening No.25 (50%)		
Able to Attack	945	Item	Truffle (1%)		
Defense Edi	960		—		
Accuracy	1296	Appearance	Ichisai Kuni 7079 P471		
回避	1163				

[No.280] Door 5(B) Level 100 Human

Weakness Traits: Only Human, Flight, Petrification, Pure Foot

A-tech Durability Seven Technique Breed Stagger Normal

HP	99050	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	450	EXP	0	SP	1000
Defense	559		—		
Robbery	450	Items	—		
Magic	1260		—		
Accuracy	800	Appearance	Riot Peak | P441		
Response	680				

No.281 リーパー Lv38 Human

Weakness Traits: Human, Strike, Impact

Skill A attribute Normal Japanese Technical Resistance: Normal

HP	5428	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	532	EXP	200	SP	28
Defense	274		—		
Magic	263	Items	—		
Magic	274		Yu ichi (15%)		
Accuracy	248	Appearance	Eternal Sea Road P293		
回避	278				

No. 282 J∀ a bit Lv17 Reptile

Weakness Traits: Reptile, Strike, Frozen

A attack resistance: Normal Technique durability Very weak, flinch reduction

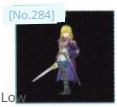
HP	1954	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	244	EXP	27	SP	16
Defense	238		3 ro ni (24%)		
Magic	37	Item	Hard scales (12%)		
Defense Setup	91		—		
En rou	151	Appearance	Wallbridge Underground P289		
回避	110		5 years lower to one evening P435		

No.283 Yu Naka 1F (A) Lv32 Human

Weakness Traits: Human, Violent Star [Impact], Paralysis

Skill A Resistance: Normal Technique B resistance: Normal Stagger Reduction Low

HP	24800	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	224	EXP	1400 SP	500	Gald 3260
Defense	289		Work Ku—Element (100%)		
Magic	260	Items	—		
Protect	239		—		
Accuracy	349	Appearance	No.084 のイベン Below P245		
回避	313				



[No.284] Yu Naka 1F (B) Level 5 禁呪

Weakness Traits: Human, Ruinous Star, Shooting, Burn

Technique A alcohol resistance: normal B resistance: Normal Stagger Reduction Low

HP	70480	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	398	EXP	5524	SP	602
Defense	320		Daily Ku—Element (100%)		
Signal	329		カ行ム Grimoire of Passion (100%)		
Supplemental Defense	320		—		
Accuracy	553	Appearance	Below WORDS P296		
Evasion	497				

No. 285 Knife radical in Zhongyi F(C) Level 63 禁呪

Weakness Traits: Human * spiritual entity, Ruinous Star, characteristics, attack, foot

Skill A Resistance: Normal Technique B resistance: Weaker reduction High

HP	90930	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	570	EXP	17338	SP	630
Defense	562		Critical One (100%)		
Magic Attack	404	Item	577元 (100%)		
Magic Defense	412		Critical Two (50%)		
Accuracy	682	Appearance	Under CODE121 P321		
回避	598				

No.286 (Chi Zhongyi F(D) Lv68 禁呪

Weakness Traits: Human, Ruinous Star, Frozen

Skill A Resistance: Normal Technique B Resistance: Normal Stagger Reduction

HP	140048	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	604	EXP	0	SP	500
Defense	999		Daily Ku—Element (100%)		
術攻	435	Items	—		
Pierce Defense	610		Day Ku-one yuan (50%)		
Accuracy	982	Appearance	CEC301's Bu P334		
Return	661				

No.287

リチャード? Lv75 Human

Weakness Trait: H… Spiritu… | Highly poisonous

Technique A typical… Technique… Stagger reduction

HP	2103
Attack	490
Defense	5390
Magic Attack	453
Magic Defense	3360
Accuracy	487
Asked	546

Weight ◆◆◆◇◇ Speed ◆◆◆◇◇

EXP 5441 SP 30 Gald 600

Blade Tooth ンディー (24%)

Zxing 6170 …-yuan (12%)

—

One talent position 7071 P462

Appearance

No. 288

Ridonyu Claptor Lv43 Reptile

Weakness Trait: Re… …slew …ntact

Technique A typical… Technique durability Very weak, flinch reduc…

HP	7195
Attack	391
Defense	518
Attack	80
Magic Defense	199
Hit	376
Evasion	273

Weight ◆◆◇◇◇ Speed ◆◆◆◆◆

EXP 258 SP 24 Gald 91

Talk Seven Great Claws (24%)

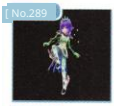
Zxing … …'s Claw (12%)

ポーク(12%)

Untouched snowy path P303

Appearance

No.289



リ N Kui (A) ン Lv70 Unknow

Weakness Traits Strike Impact | Highly poisonous Paralysis

Skill A Resistance: Normal Technique B resistance Normal

HP	14328
Attack	832
Defense	647
Attack	716
Yu Defense	647
Accuracy	616
回避	616

Weight ◆◆◆◆◇ Speed ◆◆◆◆◆

EXP 3223 SP 105 Shuter 2138

Items — — —

Drop

2015 Bu P358 ン

CLE301 Under People P364

Appearance

No. 290

リ N Kui/(B) LV75 Unknow

Weakness … Freeze Petrification

A technique alcohol B skill… …resistance Swoger reduction High

HP	22770
Attack	970
Defense	1093
Magic Attack	560
Magic Defense	633
Accuracy	660
Evasion	660

Weight ◆◆◆◆◇ Speed ◆◆◆◆◆

EXP 5802 SP 213 Galdo 2465

Items — — —

No.1 Under 191 People P…

Under CODE50 P364

Appearance

[No.291

リ N Kui (C) ン Level 80 Unknow

Weakness Traits … New …nfection Burn

(purely sufficient

Skill A Resistance: N… Technique: Ge… Stagger reduction High

HP	25344
Attack	1107
Defense	739
Supplement	504
Magic Defense	739
Accuracy	704
Return	704

Weight ◆◆◆◆◇ Speed ◆◆◆◆◆

EXP 8054 SP 120 Guard 2720

Drop

Item drop —

—

Below C38 P360

Appearance

No. 292

Lyubiw eapon Lv60 Inorganic

Weakness Traits … Flight Paralysis

A attack resistance Normal … Daily Technique Resistance: Weak

HP	11760
Attack	1184
Defense	613
Supplement	338
Magic Defense	444
Accuracy	381
回避	333

Weight ◆◆◆◇◇ Speed ◆◆◆◆◆

EXP 1628 SP 30 Gald 370

Rotten 5 Major Engravings (24%)

Corpse Talk One-handed (12%)

—

Sand Cardamom Buried at Nine Major Ruins P456

Appearance

[No.293

Ja yi xia yi wu 2-year-old Lv79 Spirit

(Spirit Inorganic Flight

Weakness Traits

Test burn)

Skill A Resistance: Normal … resistance Very weak, no stagger reduction

HP	2662
Attack	310
Defense	917
Magic Attack	314
Complete Defense	157
Accuracy	310
Evasion	21

Weight ◆◆◇◇◇ Speed ◆◆◆◆◇

EXP 176 SP 23 …ルド 70

Sunstone (24%)

Item -

20 Missing Pieces (15%)

7 Yo-yu Element Iceberg Ruins P294

Appearance

No. 294

Lilithina Level 80 Unknow

("Bea… Amorph… …人間

Weakness Traits

Spirit")

A attack resistance Normal … Resistance Normal … stagger reduction High

HP	146720
Attack	855
Defense	739
Magic Attack	609
Magic Defense	668
回避	1055
Evasion	844

Weight ◆◆◆◆◆ Agility ◆◆◆◇◇

EXP 43816 SP 800 New Power Heart Card 27200

—

Below CD38 P359

Appearance

No.295

Rinche Level 30 Human

Only Hum… Slash Burn

Weakness Traits

2 Petroche… Pale Feet

Technique A typical… …stance Stagger reduction

HP	5494
Attack	527
Defense	271
Magic Attack	271
Magic Defense	271
Accuracy	218
回避	245

Weight ◆◆◆◇◇ Speed ◆◆◆◇◇

EXP 0 SP 0 Gald 156

タマゴ (24%)

Move… Hand Single Person (12%)

Everyday Medicine (6%)

5-year-old below… One evening P435

Appearance

[No.296

Reva Level 85 Spirit

Weakness Traits … …phobe Spirit …Death

A Skill Resistance: N… Technique Resistance Very weak, stagger rec…

HP	15500
Attack	807
Defense	2556
Magic Attack	774
Magic Defense	674
All Hit	747
Recycl…	495

Weight ◆◆◇◇◇ Speed ◆◆◆◆◇

EXP 12500 SP 53 Bonk F1105

Mouth Soft 5, Stone (12%)

—

…の肉 Liquid (3%)

ゾーオンケイジ フロア3 P464

One-year-old ク57077 P468

Appearance

[No.297]

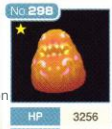
Ruin Goblin — Level 66

Weakness Trait: Joy, Strike, Petrification

A attack resistance: Normal; Resistance: No stagger reduction

HP	9235	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	761	EXP	1365	SP	20	Gald 329
Defense	401	Day 5イ7 (12%)			
Attack	244	Zi-zai-Dining/Guardian Tree (4%)			
Magic Defense	261	Gate: Sacred Tree's Golden Branch (3%)			
En rou	651	7 Soyu'er Glacier Ruins (Future) Lineage Code) P3			
Evasion	418	Appearance: District 13, District 66 (Manuscript of the Lineage P307 P315			

[No.298]



Rouge Slime — Lv27

Amorphous

Weakness Traits: Amorphous, 衝撃, Burn, Petrification

A skill control character goes up ざ becomes weak: Resistance: Normal; B skill affix usu

HP	3256	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	352	EXP	42	SP	14	Strength down 26
Defense	100	Day danger, liquid (24%)			
Yu Attack	129	Items			
Reduced Defense	490	Thief -			
Accuracy	163	Appearance: Mouth/Kuso Internal P258			
Evasion	230	WEED's イ Under P268			

[No.299]

レイザービー — Level 12

Insect

Weakness Traits: Insect, Flight, New Contract

Technique A: usually damage; B resistance: Normal

HP	674	Weight	◆◇◇◇◇	Speed	◆◆◆◆◇
Attack	93	EXP	13	SP	10	Guard 12
Defense	61	Day Poison Needle (24%)			
Supply	61	Seven-Leaf Tree Fruit (12%)			
Magic Defense	76	リンゴ (24%)			
Accuracy	68	Appearance: North Shimotachi P210 Chi; Nino Shitaro Beach hill			
Evasion	137				

[No.300]

レジェンドワイバーン — Lv68

Ethnic Yi

By Reptilia, Dragon, Flight

Weakness Traits: Strike, Frozen

Technique A: low resistance; B Technique Resistance: No stagger reduction

HP	67565	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	943	EXP	3443	SP	48	Gald	938
Defense	431	Sharp Fungus (8%)			
Magic Attack	593	力 action k Newton (4%)			
Magic Defense	862	Jin Ren Parkwon (100%)			
Accuracy	539	Wind Machine Ruins P347			
Evasion	299	Appearance: District 13, District 66 (Manuscript of the Genealogy of Future			

[No.301]

ローバー — Level 17

Amorphous

New Age Potent Poison

Weakness Traits: Amorphous, Burn

A-skill Resistance: Weak to B-type? Stagger 状態異常 Resistance: Normal

HP	1744	Weight	◆◇◇◇◇	Speed	◆◆◆◇◇
Attack	224	EXP	16	SP	10	Gald	13
Defense	78	Mysterious Liquid (24%)			
Magic Attack	82	Item: Dangerous liquid (12%)			
Magic Defense	279	ニンジン (21%)			
Speed	104	Year-old First Underground Ruins			
Evasion	146	Appearance: Five-year-old lower dagger one (Futurist) genealogy (Compilation) P445			

[No.302]

Rokku Gagan — Lv160 Reptile

Weakness Traits: Reptile, Dedication, Strike, 斬撃

A-skill Resistance: Very weak; B resistance: 無 Normal

HP	40000	Speed	◆◆◆◆◆		
Attack	734	EXP	0	SP	00	Party Damage Down 40000
Defense	1546	Day 又 Row-G (100%)			
Magic Attack	1212	アイテ Fairy's Grimoire (100%)			
Martial	1230	Eye Hair (25%)			
Accuracy	982	No.076 以降 P403			
Evasion	100	Appearance			

[No.303]

Daiso — Lv26

Child Clan

Reptile, Child, 獣, Flight

Weakness Trait: Frozen

A-attack Resistance: Weak; Technique B resistance: Normal

HP	5766	Weight	◆◆◆◇◇	Speed	◆◆◆◆◇
Attack	480	EXP	64	SP	22	ガルド 40
Defense	148	Hard (24%)			
Bamboo Attack	296	Item Dro			
Magic Defense	296	Daily Request One Ku (18%)			
Accuracy	187	Also descend to Xi Rock Desert P254			
Evasion	104	Appearance: Under NODES P268			

[No.304]

???(A) — Lv55

Unknown

Weakness: Bac

Property A typically; Technique Resistance: 無 Normal

HP	13794	Weight	◆◆◆◇◇	Speed	◆◇◇◇◇
Attack	970	EXP	2022	SP	91	Wu'er F801
Defense	509	—			
Fear A	485	Items	—		
Vibrat	500	—			
Hit	485	Under T320 P400			
Evasion	485	Appearance			

[No.305]

???(B) — Lv42

Fiend

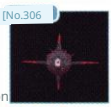
Fiend, Violet Star, Flight

Weakness Trait: Strike, Paralysis, Burn

Skill A: Ranged, Normal; Technique B resistance: Normal

HP	7425	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	475	EXP	293	SP	29	Gald 114
Bulletpro	312	Sun and Moon Fruit (24%)			
Supply	297	Item: Red Wine (12%)			
Compile	312	ビーフ (6%)			
Accuracy	334	各種フィールド (No.121 以降) P298			
Evasion	334	Appearance: Under GEL302 P302			

[No.306]



???(C) — Lv44

Dragon

Fiend, Ruin, Star, Flight

Weakness Traits: Shoot, Freeze, Pure Foot

Skill A: Counters, Normal; Skill Blattribute: Stagger 状態異常 無

HP	6830	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	583	EXP	283	SP	24	Gald	97
Defense	286	Rot 57 Carving (24%)			
Magic Attack	272	Item: Dangerous Liquid (12%)			
Magic Defense	286	of the hand (6%)			
Accuracy	350	各種フィールド (No.121 以降) P298			
Recycle	350	Appearance: No. Under 50-1 P302			

Sophie

Lv38 Human

Weakness Traits: Human

Skill A Resistance: Normal Technique B resistance: Normal Stagger Resistance: High

HP	7754	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	329	EXP	0	SP	0
Defense	304	Items	–		
Vibration Attack	237		–		
Armor	277		–		
Accuracy	276	Appearance	C154 below 0 people P382		
Evasion	309				

Seven one eight down (A)

Lv20 Human

Weakness Traits: Human Strike

A restraint耐性 Usually Skill Resistance: Normal 軽減無 → No stag

HP	1980	Weight	◆◆◆◇◇	Agility	◆◆◆◇◇
Attack	192	EXP	0	SP	0
Defense	263	Items	–		
Rope	161		–		
Magic	255		–		
Gold	2130	Appearance	CD01 Bu P222		
Evasion	421				

July 18th Drop (B)

Level 30 Human

Mail Point Attribute: 8 Humans Strike

Technique A typically resistance Light Resistance: Normal

HP	4800	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	512	EXP	1	SP	52
Defense	352	Items	–		
Magic Attack			–		
Magic Defense	400		–		
Accuracy	440	Appearance	Under C1189 I: P380		
Evasion	220				

Liu Ku (A)

Lv25 Human

Weakness Traits: Human

Technique Endurance: Technique Resistance: Normal Stagger Resistance: High

HP	3200	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	192	EXP	464	SP	425
Defense	227	Items	Evening (100%)		
Normal Attack	210		–		
Magic Defense	320		–		
Kinaka	231	Appearance	Under CDC599 P236		
Evasion	641				

Ku (B)

Level 52 Human

Mail Point Trait: 8 Humans

A attack resistance Technique B resistance: Normal Stagger Resistance: High

HP	12800	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	448	EXP	1	SP	200
Defense	440	Items	–		
Magic Attack	640		–		
Magic Defense	440		–		
Accuracy	330	Appearance	C214 Below 0 people P384		
Evasion	380				

Pascal

Lv70 Human

Weakness Trait: Human

A attack resistance Technique B resistance: Normal Stagger Resistance

HP	7777	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇
Attack	720	EXP	255	SP	1000
Anti-grav	628		–		
Attack	404	Items	–		
Magic	628		–		
En rou	505	Appearance	C299 Below 0 people P387		
Return	467				

Victoria

Level 80 Human

Weakness Trait: Only Humans

Property A typically Technique B resistance: Normal Stagger Resistance: High

HP	20114	Weight	◆◆◆◇◇	Speed	◆◆◆◇◇
Attack	643	EXP	2000	SP	120
Anti-sc	518		–		
視攻	389	Items	–		
Raised Defense: 418			–		
Accurac	577	Appearance	Five Generations Under a Dagger in One Night (Genealogy of People from the Peak Lineage Toward the Future) OP443		
Evasion	347				

Queen Slime

Level 80 Amorphous

Weakness Traits: Amorphous

A: Technical Resistance and Resistance: Dagger Weakness

HP	11104	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇
Attack	677	EXP	1000	SP	120
Defense	498		–		
Additional A		Item drop	–		
Yu De	2143		–		
En rou	598	Appearance	Five Peak Lineage		
Return	420				

Solanus

Level 80

Weakness Traits: Ruinous Star

Physical Attack Resistance: Technique B resistance: Normal

HP	9810	Weight	◆◆◆◇◇	Speed	◆◆◆◆◆
Attack	668	EXP	1000	SP	120
Defense	309		–		
Pleasant Attack	492	Items	–		
Magic	528		–		
Accuracy	885	Appearance	Now Talent Lower Dagger One Night (Genealogy of People) P446		
Return	433				

Chimpionboa

Level 80

Weakness Trait: Joy

Skill A Resistance: Normal Technique Resistance Very weak, stagger re

HP	16810	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇
Attack	848	EXP	1000	SP	120
Defense	809		–		
Anti-grav	42	Items	–		
Drawing Defense	285		–		
En rou	285	Appearance	5 Talent Persons Below Dagger One (Future Person) Ger		
Evasion	33				

Dis Patel — Level 80 — Electric Tribe

Weakness Traits: Electric Tribe, Rhinoid, Flight

Skill A: Weak — B: 接耐性 — No stagger reduction

HP	12472	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇		
Attack	899	EXP	1000	SP	120	Gald	2720
Defense	563	Items	—				
Inserted Attack	774		—				
Yu Defense	1126		—				
Accuracy	633	Appearance	Riot Peak (Lineage Toward the Future) P448				
回避	252						

Parasite — Lv60 — Insect

Weakness Trait: Insect

Technique Resistance: Normal — No stagger reduction

HP	5664	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇		
Attack	498	EXP	1000	SP	90	Gald	1111
Defense	423	Items	—				
Supplement Attack	421		—				
Magic Defense	529		—				
Accuracy	370	Appearance	Riot Peak (Genealogy Toward the Future) P444				
回避	240						

Baron Bat — Level 80 — 獣

Weakness Traits: Flight

Technique A Resistance: Weak — Light Recall

HP	7810	Weight	◆◆◇◇◇	Speed	◆◆◆◆◇		
Attack	548	EXP	1000	SP	120	Guard	2720
Anti-hoo	409	Items	—				
Physical Attack	423		—				
Magic Defense	723		—				
Accuracy	985	Appearance	Riot Peak (Lineage to the Future) P446				
Return	533						

Pale Parasite — Level 80 — Insect

Weakness traits: Insect

A Durability Normally — Technique Resistance: Weak — No stagger reduction

HP	13662	Weight	◆◆◆◆◇	Speed	◆◆◆◆◇		
Attack	696	EXP	1000	SP	120	Guard	2720
Defense	763	Item -	—				
Magic Attack	563		—				
Magic Defense	504		—				
Accuracy	492	Appearance	Riot Peak (Genealogy Toward the Future) P444				
Evasion	185						

Mercurius — Lv80 Reptile

Weakness Traits: Electric Tribe

A attack resistance Normal — Technique B Resistance: Normal — No stagger reduction

HP	10883	Weight	◆◆◆◆◇	Speed	◆◆◆◇◇		
Attack	757	EXP	1000	SP	120	Guard	2720
Bulletpr	672	Item drop	—				
Inserted Attack	211		—				
Magic Defense	528		—				
Accurac	774	Appearance	Riot Peak (Lineage Toward the Future) P448				
Evasion	263						

Bear Bastard — Level 80 — Grab

Weakness Traits List

A Technical Properties Usually — No stagger reduction

HP	14810	Weight	◆◆◇◇◇	Speed	◆◆◆◇◇		
Attack	798	EXP	1000	SP	120	Guard	2720
Defense	409	Items	—				
Inserted Attack	492		—				
Magic Defense	228		—				
Accurac	685	Appearance	Riot Peak (Lineage to the Future) P446				
回避	333						

Enemies not registered in the Enemy Book

During battle, pressing the R1 button to select a target will display its HP and weakness traits, and pressing the button again will also allow you to view the Book's information screen. However, if an enemy is not registered in the Enemy Book, its status cannot be checked. Enemies not registered in the Enemy Book include allied characters such as Hubert and Malik, who are fought in event battles or battles that occur from specific Groovy Chats, as well as enemies that reappear at Riot Peak in a higher level state during the "Lineage to the Future" chapter. The former have their stats printed on page 510, and the latter on pages 510–511. Also, enemies that appear in Challenge Battles are a special case and are not registered in the Enemy Book. For those, please refer to page 475.

For some reason, Victoria, who appears in a swimsuit, is also not registered in the E

Fodla Queen also cannot have its stats checked while it is in sword form.

Item Data

Every item that appears in this work is useful for your adventure. Use the data introduced here as a reference and apply items appro

Since there are many items, please also make use of the alphabetical item index on pages 514–517.

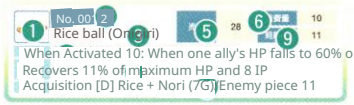
+ How to Read Item Data +

Item Data

● Consumables (→P518)

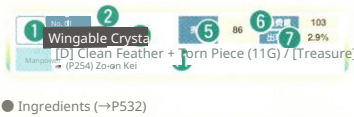
No. 00
Apple Gummy
[Restores HP equal to 30% of maximum HP at any time]
[S] Various Shops / [D] Apple + Gummy Fruit (3G) / [Treasure] Roy
Childhood) (P204), Oren Forest (→P206) / [Enemy] Asbel?

● Cooking (→P520)


No. 001
Rice ball (Onigiri)
When Activated 10: When one ally's HP falls to 60% or below
Recovers 11% of maximum HP and 8 IP
Acquisition [D] Rice + Nori (7G) / Enemy piece 11

Material Data

● Material (→P526) ● Cash Conversion (→P530)



● Ingredients (→P532)

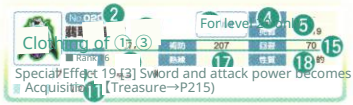
● Fragment (→P534)

Weapon Data

● Swords (→P535) ● List (→P536) ● Double-edged Blade (P535)
● Daggers (→P538) ● Throwing Blade (→P539) ● Gunstaff (P540)
● Rapiers (→P541)

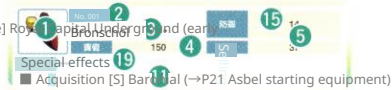
Armor Data

● Plate (→P542) Robe (→P543) ● Clothes (→P544)



Unique Equipment

● Holder (P545) ● Anklet (→P546)
● Glasses (→P546) Ribbon (P547) Perfume (P547)
● Scarf (→P548) ● Cloak (→P549)



Gem Data

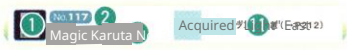
● Gem (→P549) ● Check (→P550)

Valuables Data

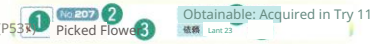
● Events (→P552)

● Grimoire (→P553)

● Magic Karuta (P555)



● Commissioned Item (→P557)



❶ Image
Item image
② Encyclopedia No.
Serial number assigned to the item in the collector's book
③ Name
Item Name
④ Purchase Price
Item purchase price. For weapons and armor, the actual transaction price varies depending on the degree of enhancement (→P166). Items displayed as " " cannot be purchased
⑤ Sale Price
Item sell price. For weapons and armor, the actual transaction price varies with the degree of enhancement (→ P166). Items marked with "-" cannot be sold.
⑥ Energy consumption
The amount of energy consumed when an item is set in an Arespot and an item is generated or a cooking effect is triggered ⑦ Appearance rate
Probability of an item being duplicated in the Arespot. A check is performed every minute.
⑧ Effect
The effect when the item is used. Grimoire effects are listed for Arespot activation. For food, effects during combat are listed; when used as an item outside combat, only HP recovery and increased map movement speed effects are applied. Parentheses indicate usable situations.
[Combat] Usable only during combat
[Movement] Usable only while moving
[Anytime] Usable at any time
⑨ Energy Experience Points
Energy experience points that can be gained when the dish set on the Eレスポット is triggered (→P14)
Energy experience points (→P14)
⑩ Activation conditions
Conditions under which a food item is activated. Parentheses indicate the timing of activation
Indicates the timing
[During Battle] Activates if the condition is met during battle
[After Battle] Activates if the condition is met when you win a battle
① Acquisition methods
Main ways to obtain the item. Parentheses indicate facilities or points where it can be obtained. Map names marked with [Future] indicate they can only be obtained in the "Lineage to the Future" chapter
[S] Names of towns that have shops where the item can be purchased. If stamps are required for purchase, the number required is also shown. Items with " " next to the stamp count are sold only once
[D] Recipe and required gald for creating via Dualize
[Treasure] A dungeon containing a treasure chest that holds the item
[Enemy] An enemy that can yield the item
[D00] A discovery that can yield the item
Maps that contain light points where 【Light】 items can be obtained
Towns where you can accept requests that reward 【Request】 items. Fragment
For fragments, among maps where that fragment can possibly be obtained after battle, the places with higher spawn rates are listed. The figures in parentheses indicate spawn rates
12 Dualize Effect (Weapon)
Effect added when dualized with a weapon
⓭ Dualize Effect (Armor)
Effect added when dualized with armor
⓮ CC
Base CC when a weapon is equipped. The left value is the lower limit and the right v
15 Parameters
List and values of parameters that increase when weapons, armor, or unique equipment are equipped
⓰ Rank
Rank of weapons and armor. Influences attribute changes when enhancing through Dualize (→ P166).
17 Proficiency
Influences the number of battles required for a weapon or armor to reach proficient weapon rank (→P167)
18 Properties
Innate properties that are present on a weapon or armor from the start
19 Special Effects
The names and effects of special effects that are initially present on equipment, and the effects granted by gems. Numbers indicate level
20 Presence of a Dedicated Character
For exclusive armor only, indicates the characters who can equip it
㉑ Commentary
Explanation of event item effects and acquisition methods
22 Energy fluctuations
Amount of energy fluctuation when a grimoire is activated
㉓ Location where requests occur
Towns where requests that require requested items occur

Item index in gojūon order (Japanese syllabary order)

▼ Item names that are difficult to pronounce

Item name	Reading	Page
Autumn Blade Fish	Akiburēdo Sakana	P538
Eye of the Wasteland	Aranonome	P531
Onimaru Kunitsuna	Onimaru Kunituna	P536
Shakujō of the Age of the Gods	Kamiyo no Shakujō (Divine-era Shakujō)	P544
Great Emerald Dragon's Shining Stone	Gyokuryū no Kiseki	P553
Sacred Tree	Goshinboku	P528
Sharp Tooth	Sairina wa	P528
Sayo Samonji	sayosamonji	P539
Crimson Lotus Saintly Garment	Shuren's Holy Garment	P544
Statue of Zhū Lián	Shuren no Chōzō	P530

Item name	Reading	Page
Fur of a Spring Evening Moment	Shunsō Ikkoku no Kegawa	P527
Zilong's Grimoire	Shiryū no Madōsho	P554
Book of Substitution Magic	Chikan no Madōsho (Molester's Grimoire)	P554
Chicken Sake	Chinshu	P530
Great Azure Sea Dragon's Shining Stone	Seiryūgyoku no Kiseki	P553
Nagi Fire Rope Sword	Nagi Hinawa Sword	P538
Icicle	hyōchū	P529
Great Crimson Lotus Dragon Shard	Konbranniru no kiseki	P553
Water-Silk Fabric	mizukinu no kiji	P557
○□○Ro	Yakitori Ichi	P539

Row A

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Ironware	P544
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Iron Plate	P542
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Ice candy	P519
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Ayn Boomerang	P539
Whisper of the Red Rose	P547
Red Wine	P534
Autumn Blade Fish	P538
Aquarim(s)	P538
Asari	P533
Clam Miso Soup	P524
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Hit Rod	P529
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Fragment

Item Data

Mostly tools useful in battle. They are consumed when used, so reproduce them with an Eレスポット or draw out their effects.

Consumable

No.001 Apple Gummy
Effect: [At any time] Restores HP equal to 30% of maximum HP
Acquisition: [S] Local shops / [D] Apple + Gummy Fruit (3G) / [Treasure] Royal Capital Underground (Childhood) (P204), Oren Forest (P20

No.002 Peach Gummy
Effect: [At any time] Restores HP equal to 50% of maximum HP
Acquisition: [S] Local shops / [D] Momo + Gummy Fruit (50G) / [Treasure] South Paronia Street Road (→P228) Grellside Road (→P230)

No.003 Grape Gummies
Effect: [At any time] Restores HP equal to 70% of maximum HP
Acquisition: [S] Local shops / [D] Grape + Gummy Fruit (150G) / [Enemy] Canhel, Glidebutis

No.004 Melon Gummies
Effect: [Anytime] Restores an amount of HP equal to 30% of maximum HP. In battle, increases maximum HP by 30% and then heals.
Acquisition: [D] Melon + Gummy Fruit (500G)

No.005 Panacea Bottle
Effect: [Battle] Cures all status ailments
Acquisition: [S] Various shops / [Treasure] Royal Capital Underground (→P225), Wallbridge Underground Ruins (→P229) [Enemies]

No.006 Liqueur Bottle
Effect: [Battle] Prevents the character from becoming afflicted with status ailments. If already afflicted with a status ailment, no effect
Acquisition: [S] Various shops / [D] Panacea Bottle + Strata Cactus (50G) / [Treasure] Seaside Cave → P223) East Strata Great Desert (→P256) Kalliholm (→P204), Oren Forest (→P206) / [Enemies] Agathion, GaaGaa

No.007 Life Bottle
Effect: [Anytime] Revives from incapacitation and restores HP equal to 30% of ma
Acquisition: [S] Various shops / [D] Banashy Bottle Truth Salt (50G) / [Treasure] Royal Ca

No.008 Elixir
Effect: [Anytime] Revives from incapacitation and fully restores HP
Acquisition: [S] Anmalia (→P285) [Stamp 5] Nekonin Village (→P453) [Stamp 6] [D] Melon Gummy + Rainbow Lens (5000G) / [Treasure] Baronia (P210) Tarsia (P243)

No.009 | All Divide
Effect: [Combat] Halves the damage taken by both enemies and allies
Acquisition: [S] Village of Anmalia (→P285) [Stamp 6] Nekonin Village (→P453) [Stamp 8*] / [Treasure] Lord Rant's Manor (P216) / [Enemy] Dis Patel

No.010 Hourglass
Effect: [Combat] Stops all enemies' movement for approximately 4 seconds
Acquisition: [S] Village of Anmaltia (→P285) [Stamp 9*] Nekonin Village (→P453) [Stamp 9] / [Treasure] Baronia (→P210)

No.011 Shark Bottle
Effect: [Battle] The probability of obtaining items from enemies increases to (normal probability × 2) + 10%.
Acquisition: [S] Unmalcia Village (→P285) [Stamp 2] / [Enemy] Melande She

No.012 Arcana Bottle
Effect: [Combat] Eres Gauge increases by 75% of its maximum value
Acquisition: [S] Anmalchia Village (→P285) [Stamp 3'] / [Treasure] Uncharted Desert (→P255) / [Enemy] Mastema

No.013 Holy Bottle
Effect: [Move] For about 3 minutes, enemies will stop pursuing you and enemy res
Acquisition: [S] Various Shops / [D] Atonement Water + Morino Flower (10G) / [Treasure] (→P223) [Enemy] Hildisvini

No.014 Dark Bottle
Effect: [Movement] For about 3 minutes, enemies are more likely to chase you and more easily [illegible]
Acquisition: [S] Shops Across the Lands / [D] Atonement Water + Poison Kelp (10G) / [Treasure] (→P223) / [Enemy] Nuprakesson, Balor

No.015 Sage
Effect: [Movement] Makes it harder for enemies to [illegible]
Acquisition: [S] Seiburu Coastal Cave [Stamp 6] Rant (→P215) [Stamp 3*] / [Treasure] Zoon Cage 4·6·7·10 / [Enemy] Kurtz / [Light] East Rant Road (212)

No.016 Lavender
Effect: [Move] Increases attack power by 2
Acquisition: [S] Nekonin Village (→P453) [Stamp] / [Treasure] Zoön Cage 1, 2, 6, 7 [Enemy] Pale Parasite, Mail Parasite / [Light] District 66 (P315)

No.017 Verbena
Effect: [Move] Increases Defense by 2
Acquisition: [S] Seiburu Izore (→P256) [Stamp 6'] Yuriberute (P261) [Stamp 6*] / [Treasure] Zoo-on Cage 1·2·7 / [Enemy] Solanus / [Light] Strata Rock Deser

No.018
Rosemary
Contr 4500 Consumptio
売値 150 Spawn Rate 1.1%
Effect [Movement] Magic Attack increases by 2
Acquisition [S] Telos Astyu (→P308) [Stamp 3] [Treasure] Zoon Cage 1·2·7·9 / [Enemy] Mercurius / [Light] District 13 (→P307)

No.019
Saffron
Purcha 4500 Purcha Co
売値 150 Spawn Rate 1.1%
Effect [Movement] Magic Defense increases by 2
Acquisition [S] Grellside (→P232) Stamp 6] [Treasure] Zo-on Cage 2· [58/ [Enemy] Baron Bat / [Light] South Baronia Road (P228)

No.020
Chamomile
Sale 4500 Consumption 1
Selling P 150 Spawn Rat 1.1%
Effect [Move] Hit rate increases by 2
Acquisition [S] Anmaltia Village (→P285) [Stamp 4*] / [Treasure] Zo-on Cage 3·8·9 / [Enemy] Queen Slime / [Light] Zaveth Mountain (→P282)

No.021
Savory
買値 4500 Consump 180
売値 150 Drop r 1.1%
Effect [Move] Evasion increases by 2
Acquisition [S] Peranic (→P277) [Stamp 2'] / [Treasure] Zo-on Cage 23 [58/ [Light] Fendel Borderlands (→P276)

No.022
Red Sage
Purcha 9000 Consu ptio
Sell V 300 Appe rance rate 0.6%
Effect [Movement] Maximum HP increases by 30
Acquisition [S] Lant (→P215) [Stamp 9*], Baronia (→P210) [Stamp 9']/[D] Sage + Suspicious Powder (500G)

No.023
Red Lavender
買値 9000 Consump 360
Selling P 300 Appea ance
Effect [Move] Increases attack by 3
Acquisition [S] Neko-nin Village (→P453) [Stamp 7·]/[D] Lavender + Suspicious Powder (500G)

No.024
Red Verbena
Contr 9000 Consumption 360
Sellin 300 Appe rance rate 0.6%
Effect [Move] Increases defense by 3
Acquisition [S] Or-Reille (→P253) [Stamp 9*] Sable Isore (→P256) [Stamp 8*]/[D] Verbena + Suspicious Powder (500G)

No.025
Red Rosemary
買値 9000 Consumption 360
Sell V 300 Appe rance Rate 0.6%
Effect [Move] Increases attack by 3
Acquisition [S] Telos Astyu (→P308) [Stamp 8*] / [D] Rosemary + Suspicious Powder (500G)

No.026
Red Saffron
Value 00 Consumption 360
Sell P 300 Appe rance rate 0.6%
Effect [Move] Increases magical defense by 3
Acquisition [S] Grellside (→P232) [Stamp 9*] / [D] Saffron + Suspicious Powder (500G)

No.027
Red Chamomile
Contr ct Val Consumption 360
Bright 300 Appearance Rate 0.6%
Effect [Move] Increases accuracy by 3
Acquisition [S] Village of Anmarchia (→P285) [Stamp 8*] / [D] Chamomile + Suspicious Powder (500G)

No.028
Red Savory
Treas re va Consumption 360
Sell 300 Drop rate 0.6%
Effect [Movement] Evasion increases by 3
Acquisition [S] Beranic (→P277) [Stamp 7*], Zavet (→P281) [Stamp 8*] / [D] Savory + Suspicious Powder (500G)

No.029
Mastery C
Englis valu 1000 su 60
Sell value Drop rate 5.0%
Effect [Movement] SP increases by 300
Acquisition [S] Beranic (→P277) [Stamp 1*] / [Treasure] Cave by the Sea (→P223) 、Fendel Glacier Ruins (→P294) / [Enemy] Asbel?

No.030
Mastery EX
買値 7500 Consumption 450
売値 375 Drop rate 0.7%
Effect [Movement] SP increases by 900
Acquisition [S] Beranic (→P277) [Stamp 4*] / [D] Mastery C+ Knight's Spring (100G) / [Treasure] Oswell Treasury (→P327) Zo-On Cage 4·69

No.031
Mastery G
British E voy 3000 Consumption 1080
Sale valu 1500 Appe rance rate 0.2%
Effect [Movement] SP increases by 3000
Acquisition [S] Beranic (→P277) [Stamp 8] / [D] Mastery EX+ Knight's Spring (3G) / [Enemy] Rock Gagan

No.032
Energy Bottle C
買値 3000 Consu ption
Sell V 300 Appearance rate 1.2
Effect [Movement] Can recover 300 Energy
Acquisition [S] Peranic (→P277) [Stamp 3], Telos Astyu (P308) [Stan 2']/[Treasure] Strata Great Desert (→P257) Zo-on Cage 4·6·10

No.033
Energy Bottle EX
True back 10000 Consumption Slip 1020
Sell V 1000 Appea ance
Effect [Movement] Can recover 1000 Energy
Acquisition [S] Beranic (→P277) [Stamp 6], Telos Astyu (→P308) [Stamp 6*]/[Treasure] Zo-on Cage 4·6·10/[D] Energy Bottle + Knight's Spring Water (125

No.034
Energy Bottle G
Mika 00 Consumption 1260
Trade Val 3000 A earance Rat 0.2%
Effect [Movement] Can recover 3000 Energy
Acquisition [S] Beranic (P277) [Stamp 9*] Telos Astyu (→P308) [Stamp 9*]/[D] Energy Bottle EX+ Knight's Spring Water (375G)

No.035
Ice candy
Zeng Tim 60 Consumption 14
Sell Va 12 Appe rance rate 83.3%
Effect [Movement] Restores an amount of HP equal to 10% of maximum HP (after use either a normal stick or a dud stick appears)
Acquisition [S] Baronia's Stall (→P210) Nekonin Village (→P453) [Stamp 5']/[Enemy] Asbel?, Hubert?

Cooked dishes

No.001
Rice ball (Onigiri)
Sell Value 28
Consumption 10
Experience 11
Activate [In Battle] One ally's HP falls to 60% or below
If Restore HP equal to 11% of maximum HP
Obtain [D] Rice + Nori (7G) / [Enemy] Commander

No.002
Pickled plum rice ball (umeboshi onigiri)
Sell Value 116
Consumption 12
Experience 13
Activate [In Battle] One ally's HP falls to 60% or below
that Restore HP equal to 18% of maximum HP and prevent ally from being inflicted with Severe Poison during that battle Effect
Obtain [D] Onigiri + Umeboshi (29G)

No.003
Salmon Roe Rice Ball (Ikura Onigiri)
Selling Price 143
Consumption 27
Experience 34
Activate [In Battle] One ally's HP falls to 60% or below
Effect Restore HP equal to 34% of maximum HP
Acquisition: [D] Onigiri Ikura (35G)

No.004
Salmon Rice Ball
Selling Price 125
Consumption 23
Experience 31
Activate [In battle] When one ally's HP falls to 60% or below
Effect Restore an amount equal to 30% of maximum HP, and increase that ally's defense by 20% for the rest of the battle
Raise
Obtain [D] Onigiri + Salmon (16G)

No.005
Fried Rice
Sell Value 25
Consumption Meal 15
Experience 10
Activate [In battle] Battle time has elapsed 10 seconds or more
Effect Restore an amount equal to 14% of maximum HP
Obtain [D] Rice + Egg (6G)

No.006
Crab Fried Rice
Sell Value 145
Consumption 40
Experience 30
Activate [In battle] Battle time has elapsed 10 seconds or more
Effect Restore an amount equal to 38% of maximum HP, and for the rest of the battle double the rate at which the critical gauge increases
Obtain [D] Fried Rice + Crab (35G)

No.007
Doria
Sell Value 81
Consumption 23
Experience 14
Activate [After battle] The party's average HP is 50% or less
Effect Restore an amount equal to 14% of maximum HP, and increase movement
Increase
Obtain [D] Rice + Cheese (20G)

No.008
Paella
Sell Value 329
Consumption 20
Experience 15
Activate [In battle] When battle time has elapsed 10 seconds or more,
Effect restore an amount of HP equal to 20% of maximum HP and increase CC by
Obtain [D] Rice + Seafood Set (80G)

No.009
Bouillabaisse
Light Value 341
Consumption 34
Experience 40
Activation [In battle] Land a combo of 20 hits or more
Effect Restore an amount of HP equal to 20% of maximum HP and increase CC by
Acquire [D] Tomato + Seafood Set (83G)

No.010
Crab Rice
Sell Value 83
Consumption 32
Experience 36
Activate [In battle] Achieve a combo of 20 or more hits
Effect Restore HP equal to 28% of maximum HP, and during that battle the
Acquisition Critical Gauge increase is doubled [D] Rice + Crab (20G)

No.011
Grilled eel over rice (unaju)
Sell Value 103
Consumption 300
Experience 90
Activate [In battle] Achieve a combo of 50 or more hits
permanently Restore HP equal to 45% of maximum HP, and increase maximum HP by 1 Effect
Obtain [D] Rice + Eel (25G) / Travel 63

No.012
Natto Rice
Selling Price 2
Meal Consumption 50
Experience points 39
[Activation In battle] One ally's HP falls to 20% or below
effects Restore HP equal to 39% of maximum HP, and during that battle the healing power of healing spells becomes doubled
2 Acquisition [D] Rice + Natto (124G)

No.013
Rice with tea broth (ochazuke)
Mirror Sell Value 26
Consumption record 10
Light experience excellence 11
Activate [After battle] If the party's average HP is 70% or below
Effect Restore HP equal to 11% of maximum HP
Obtain [D] Rice + Tea Leaves (7G)

No.014
Plum tea over rice (plum chazuke)
Sell Value 111
Consumption scenery 12
Experience points 28
Activate [In battle] One ally becomes severely poisoned
Effect Heals for 18% of maximum HP and prevents the poisoned status for the remainder of that battle
Acquisition [D] Ochazuke + Umeboshi (27G) / [Enemy] Frederick

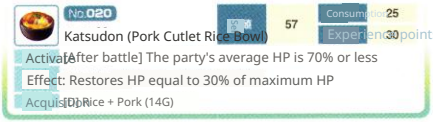
No.015
Salmon Chazuke
Sell Value 119
Consumption 23
Experience 30
Activate [In Battle] One ally's HP falls to 40% or below
Effect Heals for 40% of maximum HP and increases defense by 20% for the remainder of that
Acquisition battle [D] Ochazuke + Salmon (29G)

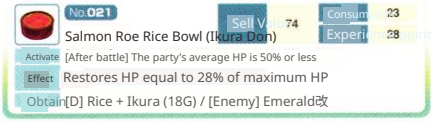
No.016
Tai-chazuke
Sell Price 214
Consumption 41
Experience 62
Activate [In Battle] One ally becomes afflicted with Curse (death magic) status
Effect Restores HP equal to 52% of maximum HP, prevents instant-death
Acquisition status during that battle [D] Ochazuke + Thai (52G)

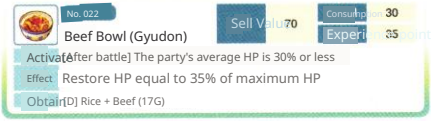
No.017
Hitsumabushi (Chopped Grilled Eel on Rice)
Sell Value 167
Consumption 50
Experience 2
Activate [After Battle] One ally levels up
Effect Restores HP equal to 52% of maximum HP, and permanently increases max to cause / to make (verb fragment)
Acquisition [D] Ochazuke + Eel (41G)

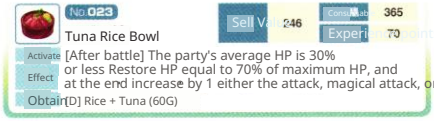
No.018
Grilled Chicken Bowl (Yakitori Don)
Sell Value 48
Consumption amount 52
Experience points 22
Activate [After Battle] The party's average HP is 50% or below
Effect Recover an amount equal to 22% of maximum HP, and the SP gained in that battle becomes 2
times
Obtain [D] Rice + Chicken (12G) / [Treasure] Zo-on Cage 1 / [Enemy] Gentle Eel

No.019
Oyakodon (Chicken and Egg Rice Bowl)
Liamici (Hope Name)
Consumption amount 36
Will test value 33
Activate 【After battle】 The party's average HP is 30% or less
Effect Recover an amount equal to 33% of maximum HP, and the SP gained in that
times
Obtain [D] Grilled Chicken Rice Bowl + Egg (38G)

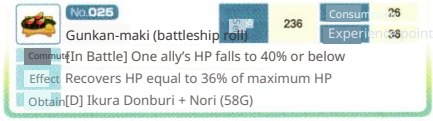

No.020
Katsudon (Pork Cutlet Rice Bowl)
Sell Value 57
Consumption 25
Experience 30
Activate [After battle] The party's average HP is 70% or less
Effect: Restores HP equal to 30% of maximum HP
Acquisition [D] Rice + Pork (14G)

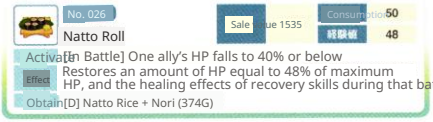

No.021
Salmon Roe Rice Bowl (Ikura Don)
Sell Value 74
Consumption 23
Experience 28
Activate [After battle] The party's average HP is 50% or less
Effect Restores HP equal to 28% of maximum HP
Obtain [D] Rice + Ikura (18G) / [Enemy] Emerald 改

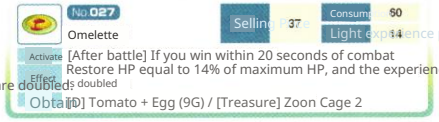

No. 022
Beef Bowl (Gyudon)
Sell Value 70
Consumption 30
Experience 35
Activate [After battle] The party's average HP is 30% or less
Effect Restore HP equal to 35% of maximum HP
Obtain [D] Rice + Beef (17G)

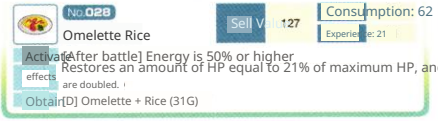

No.023
Tuna Rice Bowl
Sell Value 246
Consumption 365
Experience 70
Activate [After battle] The party's average HP is 30% or less Restore HP equal to 70% of maximum HP, and at the end increase by 1 either the attack, magical attack, or accuracy of the w
Effect
Obtain [D] Rice + Tuna (60G)

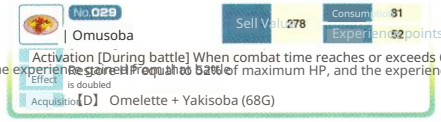
No.024
Seafood Oyako-don
Sell Value 263
Consumption 35
経験値 48
Activate [During battle] Combat time has elapsed 30 seconds or more
Effect Restore HP equal to 48% of maximum HP, and increase that combat's defense by 20%
Obtain [D] Ikura Bowl + Salmon (64G)


No.025
Gunkan-maki (battleship roll)
Sell Value 236
Consumption 25
Experience 38
Consumption [In Battle] One ally's HP falls to 40% or below
Effect Recovers HP equal to 36% of maximum HP
Obtain [D] Ikura Donburi + Nori (58G)

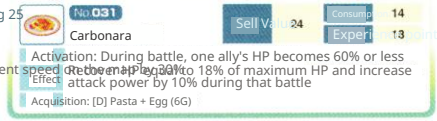

No. 026
Natto Roll
Sale Value 1535
Consumption 50
経験値 48
Activate [In Battle] One ally's HP falls to 40% or below
Effect Restores an amount of HP equal to 48% of maximum HP, and the healing effects of recovery skills during that battle are doubled
Obtain [D] Natto Rice + Nori (374G)

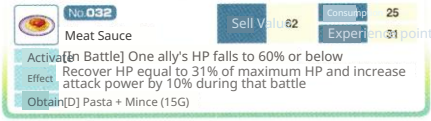

No.027
Omelette
Selling 37
Consumption 90
Light experience points 14
Activate [After battle] If you win within 20 seconds of combat
Effect Restore HP equal to 14% of maximum HP, and the experience gained from th s doubled
Obtain [D] Tomato + Egg (9G) / [Treasure] Zoon Cage 2

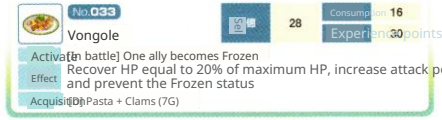

No.028
Omelette Rice
Sell Value 127
Consumption: 62
Experience: 21
Activate [After battle] Energy is 50% or higher
effects Restores an amount of HP equal to 21% of maximum HP, and the experience gained from th are doubled.
Obtain [D] Omelette + Rice (31G)

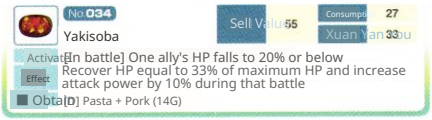

No.029
Omusoba
Sell Value 278
Consumption 81
Experience 52
Activation [During battle] When combat time reaches or exceeds 60 seconds
Effect Restore HP equal to 52% of maximum HP, and the experience gained from th is doubled
Acquisition 【D】 Omelette + Yakisoba (68G)

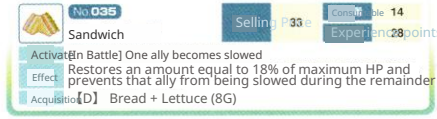
No.030
Pizza
Sell Value 61
Consumption clothing 25
Experience 13
Activate [After battle] Win within 20 seconds of battle time
Effect Restore HP equal to 18% of maximum HP, and increase movement speed Increase
Obtain [D] Bread + Cheese (20G)

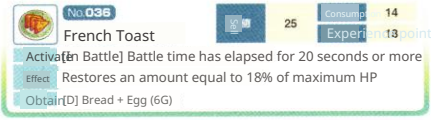

No.031
Carbonara
Sell Value 24
Consumption 14
Experience 13
Activation: During battle, one ally's HP becomes 60% or less
Effect Recover HP equal to 18% of maximum HP and increase attack power by 10% during that battle
Acquisition: [D] Pasta + Egg (6G)

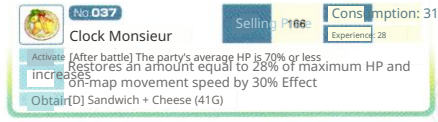

No.032
Meat Sauce
Sell Value 62
Consumption 25
Experience 31
Activate [In Battle] One ally's HP falls to 60% or below
Effect Recover HP equal to 31% of maximum HP and increase attack power by 10% during that battle
Obtain [D] Pasta + Mince (15G)

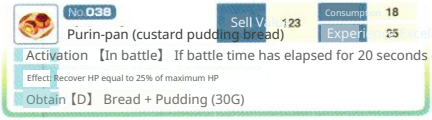

No.033
Vongole
Sell Value 28
Consumption 16
Experience 30
Activate [In battle] One ally becomes Frozen
Effect Recover HP equal to 20% of maximum HP, increase attack power by 10% duri and prevent the Frozen status
Acquisition [D] Pasta + Clams (7G)

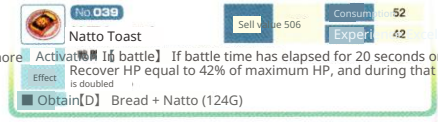

No.034
Yakisoba
Sell Value 55
Consumption 27
Xuan Yan Bu 33
Activate [In battle] One ally's HP falls to 20% or below
Effect Recover HP equal to 33% of maximum HP and increase attack power by 10% during that battle
Obtain [D] Pasta + Pork (14G)


No.035
Sandwich
Selling Price 33
Consumption 14
Experience 28
Activate [In Battle] One ally becomes slowed
Effect Restores an amount equal to 18% of maximum HP and prevents that ally from being slowed during the remainder of the battle
Acquisition 【D】 Bread + Lettuce (8G)


No.036
French Toast
Sell Value 25
Consumption 14
Experience 13
Activate [In Battle] Battle time has elapsed for 20 seconds or more
Effect Restores an amount equal to 18% of maximum HP
Obtain [D] Bread + Egg (6G)


No.037
Clock Monsieur
Selling Price 166
Consumption: 31
Experience: 28
Activate [After battle] The party's average HP is 70% or less
increases Restores an amount equal to 28% of maximum HP and on-map movement speed by 30% Effect
Obtain [D] Sandwich + Cheese (41G)


No.038
Purin-pan (custard pudding bread)
Sell Value 123
Consumption 18
Experience 25
Activation 【In battle】 If battle time has elapsed for 20 seconds or more
Effect: Recover HP equal to 25% of maximum HP
Obtain【D】 Bread + Pudding (30G)


No.039
Natto Toast
Sell Value 506
Consumption 52
Experience 42
Activation 【In battle】 If battle time has elapsed for 20 seconds or more
Effect Recover HP equal to 42% of maximum HP, and during that battle the healing is doubled
Obtain【D】 Bread + Natto (124G)

Data

No.040
Yaki-manju (grilled sweet bun)
Activate [In Battle] Battle time has elapsed for 20 seconds or more
Effect Recovers HP equal to 75% of maximum HP
Obtain [D] Bread + Miso (289G) / [Enemy] Seldek Kai

No.041
Potato Salad
Activate [In battle] Chain a combo of 30 hits or more
Effect Recovers HP equal to 13% of maximum HP, and in that battle, increases the drop rate of material-type items
Acquisition probability is doubled
Obtain [D] Potato + Carrot (11G)

No.042
Baked Potato
Activate [In battle] Chain a combo of 30 hits or more
Effect Recovers HP equal to 12% of maximum HP, and during that battle increases magic attack power by 10%
Obtain [D] Potato + Milk (13G)

No.043
Gratin
Activate [In battle] Chain a combo of 30 hits or more
Effect Restores HP equal to 25% of maximum HP, and doubles the SP gained in that battle.
Acquisition [D] Chicken + Cheese (24G) / [Treasure] Zo on Cage 1

No.044
Onigiri soup
Activate [During battle] One ally is incapacitated.
Effect Revives from incapacitation, restores HP equal to 14% of maximum HP, and increases map movement speed by 30%.
Obtain [D] Onion + Cheese (22G)

No.045
Graspa
Activate [In battle] Achieve a combo of 20 or more hits
Effect Restores HP equal to 62% of maximum HP, and doubles the SP gained in that battle. [D] Gratin + Meat Sauce (118G)
Acquisition

No.046
Croquette
Activate [During battle] One ally's HP becomes 60% or below. Restores HP equal to 29% of maximum HP, and increases that ally's magic attack power by 10% during that battle.
Obtain [D] Potato + Minced Meat (18G)

No.047
Beef croquette
Activation: When one ally's HP falls to 60% or below during battle
Restore HP equal to 61% of maximum HP, and increase that ally's magic at
Effect Increase
Acquire [D] Croquette + Beef (68G)

No.048
Crab Cream Croquette
Activate [In Battle] One ally's HP falls to 60% or below
Effect Restore HP equal to 53% of maximum HP, increase magic attack power by 10% during that battle, and double the rate of Critical Gauge increase
Obtain [D] Croquette + Crab (71G)

No.049
Steak
Activation [In Battle] When one ally's HP falls to 40% or below during that battle
Effect Restore HP equal to 36% of maximum HP, and double the drop rate for material-type items in that ba
Obtain [D] Beef + Carrot (18G) / [Enemy] Reaper

No.050
Grated Daikon Steak
Activate [In Battle] One ally's HP falls to 60% or below
Effect Restore HP equal to 56% of maximum HP, make weapon proficiency in that battle 4 times as effective, and double the drop rate for material items
Obtain [D] Steak + Daikon (59G)

No.051
Marbled Steak
Activate [In Battle] One ally's HP falls to 40% or below
Effect Restores HP equal to 45% of maximum HP, and doubles the drop rate of material-type items in that battle.
Acquisition [D] Special Beef + Carrot (37G)

No.052
Grated Marbled Steak
Activate [In Battle] One ally's HP falls to 40% or below
Effect Restores HP equal to 66% of maximum HP, and in that battle multiplies weapon/armor proficiency gain speed by 4× and doubles the drop rate of material items
Obtain [D] Marbled Steak + Daikon (116G)

No.053
Hamburg steak
Activate [After battle] One ally is incapacitated
Effect Revives from incapacitation, and restores HP equal to 28% of maximum HP
Obtain [D] Onion + Minced Meat (17G) / Travel 63

No.054
Grated Radish Hamburger Steak (Oroshi Hamburg)
Activate [After battle] One ally is incapacitated
Effect Revives from incapacitation, restores HP equal to 47% of maximum HP, and increases that ally's weapon proficiency gain speed by 4× in that battle
Obtain [D] Hamburger + Daikon (58G)

No.055
Tofu Hamburg Steak
Activate [After battle] One ally is incapacitated
Effect Revives from incapacitation, restores HP equal to 52% of maximum HP
Obtain [D] Hamburger + Tofu (96G)

No.056
Hamburger
Activate [After battle] One ally is incapacitated
Effect Revives from incapacitation, restores HP equal to 39% of maximum HP
Obtain [D] Hamburger + Bread (55G)

No.057
Cheeseburger
Activation [After Battle] One ally is incapacitated
Revives from incapacitation, restores HP equal to 52% of maximum HP, and
by 30%
Obtain [D] Hamburger + Cheese (182G)

No.058
Double Burger
Activate [After battle] One ally is incapacitated
Effect Revives from incapacitation, fully restores HP, and increases movement speed on the map by 30%
Acquisition [D] Hamburger + Cheeseburger (713G)

No.059
Stuffed Cabbage Roll
Activate [In battle] One ally's HP falls to 20% or below
Effect Restores HP equal to 31% of maximum HP and prevents that ally from being burned during that battle
Obtain [D] Cabbage + Minced Meat (16G)

No.060
Scotch Egg
Sell Value 222
Consumption 37
Experience 1 points
Activate [After battle] One ally is incapacitated
Effect: Revives from incapacitation and restores HP equal to 39% of maximum HP
Acquisition: [D] Hamburger + Egg (54G)

No.061
karaage (Japanese fried chicken)
Sell Value 49
Consumable 88
Lighting 25
発動 [After battle] The party's average HP is 30% or less
Effect Restores HP equal to 25% of maximum HP, and doubles the SP gained in that battle
Obtain [D] Cabbage + Chicken (12G)

No.062
Twice-Cooked Pork (Hoi Ko Ro)
Sell Value 57
Consumable 27
Experience 43 points
Activate [During battle] One ally
Effect becomes burned Restores HP equal to 33% of maximum HP and prevents burn status during that battle
Obtain [D] Cabbage + Pork (14G)

No.063
Pork and potatoes
Selling Price 68
Consumable 25
Experience 31 points
Activate [During battle] One ally's HP falls to
Effect 40% or below Restores HP equal to 31% of maximum HP and
Acquisition increases that ally's magic attack by 10% during that battle [D] Potato + Pork

No.064
Beef and Potato (Nikujaga)
Sell Value 81
Consumable 30
Experience 36 points
Activate [In battle] One ally's HP falls to 20% or below
Effect Restore an amount of HP equal to 36% of max HP and increase that unit's magic attack by 10% during that battle
Obtain [D] Potato + Beef (20G)

No.065
Beef Braised in Red Wine
Sell Value 654
Consumable 484
Experience 63 points
Activate [After battle] If Energy is below
Effect 50%, restores HP equal to 63% of maximum HP, and at the end increases by 1 either the equipped armor's Defense, Defense (duplica
Acquisition [D] Beef + Red Wine (162G)

No.066
Dry Curry
Sell Value 242
Consumption 80
Supernatural Experience
Activate [During battle] One ally becomes incapacitated
Effect Revives from incapacitation and restores HP equal to 44% of maximum HP
Obtain [D] Spice Set + Minced Meat (59G)

No.067
Curry
Sell Value 369
Consumable 71
Experience 3
Activate [During battle] One ally becomes incapacitated
Effect Revives from incapacitation and restores HP equal to 36% of maximum HP, and during that battle critical damage dealt by that u
Obtain [D] Spice Set + Vegetable Set (90G) / [Treasure] Zo'on Cage 5

No.068
Pork Curry
Sell Price 148
Consumable 86
Experience 6
Activate [During battle] One ally becomes incapacitated
during Revives from incapacitation and restores HP equal to 64% of maximum HP; that battle critical damage is doubled.
Obtain [D] Curry + Pork (280G) / Travel 63

No.069
Chicken Curry
1140
Consumable 113
Experience 56 points
Activate [After battle] Energy is below 50%
Effect Restores HP equal to 50% of maximum HP; SP gained in that battle is doubled.
Acquisition Effect: 【D】 Curry + Chicken (278G)

No.070
Beef Curry
売値 1162
Consumable 91
Experience 7 points
Activate [During battle] One ally becomes incapacitated
Effect Revives from incapacitation and restores HP equal to 70% of maximum HP; critical damage is doubled.
Obtain [D] Curry + Beef (284G)

No.071
Seafood Curry
Sell value 1421
Consumable 78
Experience 5 points
Activate [During battle] One ally becomes incapacitated
Effect Revives from incapacitation, restores HP equal to 54% of maximum HP, and increases that combat's CC by 1
Acquisition [D] Curry + Seafood Set (347G)

No.072
Stew
Sell Value 200
Consumable 14
Experience 40
発動 戦闘 Middle] Chain 20 or more hits in a combo
effects Restore HP equal to 20% of maximum HP, and during that battle critical damage becomes 2×
Obtain [D] Vegetable Set + Milk (49G)

No.073
Beef Stew
Selling Price 656
Consumable 36
Experience 102
発動 【 During battle] Chain 30 or more hits in a combo
Restores an amount equal to 51% of maximum HP and, for the rest of that battle, doubles critical damage
Obtain [D] Stew + Beef (160G)

No.074
Seafood Stew
Mail 915
Consumable 24
経験値 72
Activation [In Battle] Perform a combo of 40 hits or more
Effect Recovers an amount equal to 36% of maximum HP, and for the rest of that battle doubles critical damage and increases CC by 1
Obtain [D] Stew + Seafood Set (223G)

No.075
Pot-au-feu
Brightness 190
Consumable 16
Experience 33 Excellent
Activate [In Battle] One ally becomes Burned
Effect Recovers an amount equal to 23% of maximum HP, and for the rest of that battle doubles critical damage and prevents Burn
Acquisition [D] Vegetable Set + Cabbage (47G)

No.076
Borscht
82
Consumption 127
Experience 70
Activate [In battle] Chain a combo of 30 hits or more
Effect Restore HP equal to 35% of maximum HP and double the experience gained in that battle
Acquisition [D] Tomato + Beef (20G)

No.077
Fish & Chips
73
Consumable 61
Experience 24 Excellent
Activate [After battle] Win within 20 seconds of battle time
Effect Restore HP equal to 24% of maximum HP, and double the drop rate
Acquisition of fragment items obtained in that battle. Effect: 【D】 Potato + Cod (18G)

No.078
Salmon en Croute (Salmon Pie)
Sell Value 78
Consumable 22
Lighting 28
Activate [In Battle] One ally's HP falls to 60% or below
battle Restore HP equal to 26% of maximum HP, and increase defense by 20% during that
Effect
Obtain Effect: 【D】 Pie + Salmon (19G)

No.079
Ebi Chili (shrimp in chili sauce)
Selling Price 64
Consumption
Experience 28
Activate 【After battle】 The party's average HP is 80% or higher
the Restore HP equal to 28% of maximum HP, and double experience
points gained in that battle. Effect: 【D】 Tomato + Shrimp (16G)

No.080
Battered Cod Curry
Selling Price
Consumption 88
Experience 80
Activate
Effect [In battle] Chain a combo of 30 hits or more
Restores HP equal to 40% of maximum HP, and doubles the drop rate for shard items in that battle.
Obtain [D] Tara + Spice Set (59G)

No.081
Grilled Mackerel with Miso
Sell Value 1215
Consumption 128
Super Speed 168
Activate [During Battle] Land a combo of 40 hits or more
Effect Restores an amount of HP equal to 84% of maximum HP, and doubles the chance to obtain Shard items in that battle
Obtain [D] Tara + Miso (297G)

No.082
Kanitama
Selling Price 76
Consumption 34
Experience 31
Activation [During battle] Battle time has elapsed 60 seconds or longer
If
Restores an amount of HP equal to 31% of maximum HP, and doubles the increase rate of the Critical Gauge during that battle
Obtain [D] Crab + Egg (19G)

No.083
Seafood Salad
Sell Value 332
Consumption 19
Experience 33
Activation [During battle] One ally becomes slowed
Effect Restores an amount of HP equal to 23% of maximum HP, increases CC by
and prevents the slowed status
Obtain [D] Seafood Set + Lettuce (81G)/[Enemy] Pooka Gear

No.084
Clam Miso Soup
Sell Price 1183
Consumption 81
Experience 67
Activate [In battle] One ally becomes Frozen
Effect Restore an amount of HP equal to 77% of maximum HP and prevent being frozen during that battle.
Obtain [D] Asari + Miso (289G)

No.085
Daikon Miso Soup
Sell Value 1192
Consumption 95
経験値 83
Activate [In battle] Battle time has elapsed for 60 seconds or more
Effect Restore an amount of HP equal to 83% of maximum HP, and
Acquisition increase weapon proficiency gained in that battle by 4× [D] Daikon + Min

No.086
Tofu Miso Soup
Selling price
Consumption 99
Experience 88
発動 [In battle] Battle time has elapsed for 60 seconds or more
If Restore HP equal to 88% of maximum HP, and recover an additional amount equal to 1% of maximum HP every second
Obtain [D] Tofu + Miso (329G)

No.087
Meat and Tofu Stew
Sale price 234
Consumption 51
Experience 52
Activate [In battle] Battle time has elapsed for 60 seconds or more
Effect Restores HP equal to 52% of maximum HP, and recovers
Acquisition an additional 1% of maximum HP every second [D] Beef + Tofu (57G)

[No.088]
Mapo Tofu
売値 228
Consumption: 45
Experience: 44
Activate [During battle] Combat time has elapsed 30 seconds or more
Effect Restores HP equal to 44% of maximum HP, and recovers an additional 1% of maximum HP every second
Obtain [D] Minced Meat + Tofu (56G)

No.089
Mapo Eggplant
Sell Value 714
Experience: 76
Activate [In battle] One ally's HP falls to 20% or below
Effect Restores HP equal to 76% of maximum HP, and recovers an additional 1% of maximum HP every second; prevents all statu
Acquisition [D] Mapo Tofu + Eggplant (174G)

No.090
Mapo Curry
Sell Price 1791
Consumption 77
Experience Points 8
Activate [In Battle] Revives one ally who has been incapacitated, restores HP equal to 88% of their
Obtain [D] Mapo Tofu + Curry (437G) / Travel 63

No.091
Oden (Japanese mixed simmered dish)
売値 34
Consumption 30
経験値 25
Activate [After battle] Win within 20 seconds of battle time
Effect Restores HP equal to 25% of maximum HP, and
Acquisition [D] Daikon + Egg (8G)

No.092
Miso oden
Sell Price 1271
Consumption 99
Experience Points: 94
Activate [After battle] Energy is 50% or higher
Effect Restore HP equal to 94% of maximum HP, and increase weapon proficiency gain rate in that battle by 4×
Obtain [D] Oden + Miso (310G)

No.093
Quiche
売値 48
Consumption 14
Release Experience Points 18
Activate [After battle] Energy is below 50%
Effect Restore HP equal to 18% of maximum HP
Obtain [D] Pie Sheet + Egg (12G)

No.094
Apple pie
Sell Value 70
Consumption 12
Experience value 24
Activate [In Battle] One ally becomes paralyzed
Effect Restore HP equal to 14% of maximum HP, and prevent that ally from becoming paralyzed during the battle
Obtain [D] Pie Sheet + Apple (17G)

No.095
Pumpkin Pie
売値 90
Consumable 14
Experience 28
Activate [In Battle] One ally becomes
Effect Restore HP equal to 18% of maximum HP, and prevent that ally from becoming weakened during the battle
Acquisition [D] Pie Crust + Pumpkin (22G)

No.096
Banana Pie
Sell Value 81
Consumption 12
経験値 24
Activate [In Battle] One ally becomes petrified
Effect Recovers an amount equal to 14% of maximum HP and prevents petrification during that battle
Acquisition [D] Pie Crust + Banana (20G)

No.097
Meat Pie
売値 86
Consumption 25
Experience 31
Activate 【Postwar】 Party's average HP is 30% or less
Effect Recovers an amount equal to 31% of maximum HP
Obtain 【D】 Pie Sheet + Mince (21G)

No.098
Peach Pie
Sell Value 115
Consumption 14
Light Experience 28
Activate 【In Battle】 One ally becomes sealed
Effect Recovers an amount equal to 18% of maximum HP and prevents
Acquisition sealing during that battle 【D】 Pie Sheet + Peach (28G)

No.099
Choco Pie
Sell Value 91
Consumption 22
Experience 26
Activate [During battle] Combat time has elapsed 30 seconds or more
Effect Recovers an amount equal to 26% of maximum HP and increases magical defense by 20% during that battle
Obtain 【D】 Pie Sheet + Chocolate (22G)

No.100 **Apple Compote**
売値 661 | Consumption 32 | Experience 49
Activate [In Battle] One ally becomes paralyzed
Effect Restore an amount of HP equal to 39% of maximum HP and prevent paralysis during that battle
Obtain [D] White Wine + Apple (22G)

No.101 **Tomato Compote**
Sell Value 656 | Consumption 160 | Experience 39
Activate [After Battle] Win the battle within 20 seconds
Effect Restore an amount of HP equal to 39% of maximum HP, and the experience gained from that battle is doubled
Obtain [D] White Wine + Tomato (160G)

No.102 **Peach Compote**
Sell Value 706 | Consumption 34 | 経験値 52
Activate [In Battle] One ally becomes sealed
Effect Restores HP equal to 42% of maximum HP and prevents that ally from becoming sealed during that battle
Obtain [D] White Wine + Peach (172G)

No.103 **Grape Compote**
Sell Value 830 | Consumption | Experience 84
Activate [In Battle] Achieve a combo of 50 hits or more
Effect Restores HP equal to 42% of maximum HP and raises the rank of
Acquisition fragments obtained in that battle by 1 [D] White Wine + Grape (166G)

No.104 **Cheesecake**
Sell Value 76 | Consumption 25 | 経験値 18
Activate [After battle] Energy is below 50%
Effect Restores HP equal to 18% of maximum HP and increases movement speed on the map by 30%
Obtain [D] Cheese + Egg (19G)

No.105 **Pudding**
Sell Value 36 | Consumption 12 | Experience 14
発動 [After battle] The party's average HP is 50% or less
Effect Restores HP equal to 14% of maximum HP
Obtain [D] Milk + Egg (9G) / [Treasure] Soon Keiji 8 / [Enemy] Bocher

No.106 **Pumpkin Pudding**
Sell Value 161 | Consumption 18 | Experience 35
Activate [In Battle] When one ally is afflicted with a debuff Restore HP equal to 25% of maximum HP and prevent that ally from being debilitated during that battle
Acquisition [D] Pudding + Pumpkin (40G)

No.107 **Truffle**
Sell Value 60 | Consumption 19 | Experience 23
Activate [In Battle] One ally's HP falls to 60% or below
Effect Restore HP equal to 23% of maximum HP and, during that battle, increase magic defense by 20%
Acquisition [D] Chocolate + Milk (20G)

No.108 **Choco Banana**
売値 98 | Consumption 19 | Experience 23
Activate [In Battle] One ally becomes petrified
Effect Restore HP equal to 23% of maximum HP, and during that battle increase magic defense by 20% and prevent petrification
Acquisition [D] Chocolate + Banana (24G)

No.109 **Chocolate pudding**
Sell Value 163 | Consumption 25 | Experience 33
Activate [In Battle] When one ally's HP falls
Effect Restore HP equal to 33% of maximum HP and, during that battle, increase magic defense by 20%
Acquired: [D] Pudding + Chocolate (40G)

Use dishes that prevent status ailments to defeat powerful enemies

If ally characters suffer high-risk status ailments like petrification or death magic, they can easily become incapacitated. When fighting enemies that frequently use such status ailment attacks, use the dishes with status-ailment-prevention effects summarized on the right. While a dish's effect is active, the corresponding status ailment will not occur, allowing you to focus on battle without using recovery items or healing techniques. Check the enemies that appear and make it a habit to frequently swap in dishes that counter the expected status ailment attacks.

The prevented status abnormalities are displayed at the upper right While they are still effective, be proactive in attacking.

● Status-Ailment-Prevention Dishes Lineup

Corresponding Status Ailments	Dish Name	
Potent Poison	No. 002	Umeboshi Rice Ball
	No.014	Ume Chazuke (Pickled Plum Tea Rice)
Paralysis	No.094	Apple pie
	No.100	Apple Compote
Frozen	No.033	Vongole
	No.084	Clam Miso Soup
Burn	No.082	Twice-Cooked Pork (Hoikoro)
	No.075	Pot-au-Feu (Potofu)
Petrification	No.096	Banana Pie
	No.108	Choco Banana
Slowed	No.035	Sandwich
	No.083	Seafood Salad
Sealed	No.098	Peach Pie
	No.102	Peach compote
Cursed Kill	No.016	Sea bream chazuke
Debuff	No.095	Pumpkin Pie
	No.106	Pumpkin pudding
All status ailments	No.069	Mapo eggplant

Material data

Materials are often not used directly but are used for dualizing.

Always keep a sufficient quantity on hand.

Materials

No.001 Winged Crystal
Sell Value 86
Consumption
Appearance
Acquisition [D] Beautiful Feather + Torn Page (11G) / [Treasure] Strata Rock Sand (→P254) Zo-on Cage 3

No.002 Rising Crystal
80
Consumption 96
Appearance Count 3.1%
Acquisition [D] Venomous Needle + Torn Page (10G) / [Treasure] Paronia Castle Hidden Passage (→P241) Zo-on Cage 3

No.003 Water-Lurking Crystal
Sell Value 85
Consumption 102
Appearance Rate 2.9%
Acquisition [D] Whirlpool Shell + Common Metal (11G) / [Treasure] Zo'on Cage 3

No.004 2-piece formed crystal
Selling Price 77
Consumption 93
Drop rate 3.2%
Acquisition [D] Hard Scale + Common Metal (10G) / [Treasure] Fendel Borderlands (→P276) Zo-on Cage 3

No.005 Lushly Growing Crystals
Selling Price 75
Consumption 90
Drop rate 3.3%
Acquisition [D] Nameless Fruit + Torn Page (9G) / [Treasure] Grell Old Road (→P234) Zo-on Cage 3

No.006 Fanged Crystal
Sell Value 77
Consumption: 93
Drop rate 3.2%
Acquisition [D] Pointed Tooth + Common Metal (10G) / [Treasure] Inside Rock Gagan (→P258) Zo-on Cage 3

No.007 Formless Crystal
Sell value 116
Consumption
Occurrence
Acquisition [D] Dangerous Liquid + Rare Metal (14G) / [Treasure] Mount Zavet (→P282) Zo-on Cage 3

No.008 Mighty Crystal
Sell Value 233
Consumption display 280
Occurrence rate 1.1%
Obtain [D] Dragon Scale + Rare Metal (29G) / [Treasure] Zo-on Cage 3

No.009 Blood-Sucking Crystal
Sell Value 116
Consumption 139
Occurrence 2.2%
Acquisition [D] Broken Blade + Rare Metal (14G) / [Treasure] Zo-on Cage 3

No.010 Possessed Crystal
Sell Value 75
Consumption
Occurrence
Acquisition [D] Core Fragment + Torn Page (9G) / [Treasure] Strata Desert Ruins (→P265) Zo-on Cage 3

No.011 The Taciturn Crystal
Sale price 288
Consumption 346
Occurrence 0.8%
入手 [D] Earth Spirit Vessel + Hihiirokane (36G) / [Treasure] Zoön Cage 3

No.012 Ice-eroding Crystal
Sale Value 128
Consumption
Appearance
Acquisition [D] Rare Metal + Icicle (16G) / [Treasure] Zoön Cage 3

No.013 Consolidated crystals
Sale value 127
Consumption
Appearance rate 2.0%
Acquisition [D] Dangerous Liquid + Clay (16G) / [Treasure] Wallbridge Underground Ruins (→P229) Zoön Cage 3

No.014 Noble Crystal
Selling Price 158
Consumable
Occurrence
Acquisition [D] Decayed Sword + Clay (20G) / [Treasure] Zo-on Cage 3

No.015 Created Crystal
Sell Value 128
Consumption 154
Appearance rate 1.9%
Acquisition [D] Gear + Rare Metal (16G) / [Treasure] Road to the Ice Sea (→P293) Nkeiji 3

No.016 Ruthless Crystal
Sell Value 157
Consumption
Occurrence
Acquisition [D] Hihiirokane + Fire (20G) / [Treasure] Zo-on Cage 3

No.017 Blazing Crystal
売値 67
Consumption
Drop rate 3.7%
Acquisition [D] Flame + Torn Page (9G) / [Treasure] Strata Great Desert - East (→P257) Zoo-on Cage 3

No.018 Moisture-enriching crystal
Sell Value 52
Consumption
Occurrence Rate 4.8%
Acquisition [D] Exculpatory Water + Common Metal (7G) / [Treasure] Grelside Road (→P230) Zo-on Cage 3

No.019 Earth-Shaking Crystal
売値 158
Consumption
Occurrence Rate 1.6%
Acquisition [D] Sacred Wood Golden Bough + Clay (20G) / [Treasure] Zo'on Cage 3

No.020 Raging Crystal
Sell Value 203
Consumption
Drop rate 1.2%
Acquisition [D] Beautiful Feather + Clay (25G) / [Treasure] Strata Great Desert - West (→P263) Zo-on Cage 3

No.021 Light-Shining Crystal
Sell Value 232
Consumption
Spawn Rate 1.1%
Acquisition [D] Clear Core + Hihi-irokane (29G) / [Treasure] Zo'on Cage 3

No.022 Darkly Creeping Crystal
売値 256
Consumption
Drop rate 1.0%
Acquisition [D] Possessed Crystal + Torn Page (32G) / [Treasure] Zoo-on Cage 3 / [Enemy] Lambda

No.023 Kubina-gaai
Selling Price 240
Consumption 288
Drop rate 1.0%
Acquisition [Treasure] Zo'on Cage 3 / Travel 48

No.024 Karitakunāru
Sell Value 240
Consumption
Drop rate 1.0%
Acquisition [Treasure] Zo'on Cage 3 / Travel 37

No.025 Hikarimono
Sell Value 240
Consumption
Drop rate 1.0%
Acquisition [Treasure] Zo'on Cage 3 / Travel 35

No.026 Sumibiyaki (charcoal-grilled)
Selling Price 240
Consumption
Drop rate 1.0%
Obtain 【Treasure】 Zo-on Keiji 3/Travel 16

No.027 Rotende Uraal Rail
Sell Value 240
Consumption
Drop rate 1.0%
Acquisition [Treasure] Zo'on Cage 3

No.028
Boom Signène
Sell Value 240
Consumption 288
Drop rate 1.0%
Acquisition [Treasure] Zo-on Cage 3/Travel 46

No.029
Enasphere
Sell Value 2160
Consumption 1159
Appearance rate 0.1%
Obtain [Treasure] Zo-on Cage 5

No.030
Diosphere
Selling 2160
Consumption
Appearance
Acquisition [Treasure] Zo-on Cage 9

No.031
Tuliasphere
Sell Value 2160
Consumption 1159
Drop rate 0.1%
Acquisition [Treasure] Zo-on Cage 2

No.032
Teserasphere
Sell price 2160
Consumption
Drop rate 0.1%
Acquisition [Treasure] Zo-on Cage 1

No.033
Pendesphere
Sell Value 2160
Consumption 1159
Drop rate 0.1%
Acquisition [Treasure] Zo-on Cage 7

No.034
Exisphere
Sell Value 2160
Consumption 1159
Drop rate 0.1%
Acquisition [Treasure] Zo-on Keiji 8

No.035
Core Dust
Sell Value 22
Consumption 27
Appearance rate
Acquisition [Light] Higashi Ranto Highway (→P212) / [Treasure] Royal Capital Underground
Ota Elemental, Duskshade

No.036
Core Fragment
For sale 60
Consumption 72
Appearance rate 16.7%
Acquisition [Treasure] Strata Great Desert - West (→P263) / [Enemy] Bat Ghost, Fuelemental

No.037
Clear Core
Selling Price 150
Consumption
Appearance
Acquisition [Light] Untrodden Snow Path (→P303) / [Treasure] Ruins Buried in Sand (→P4
[Enemies] Phobos Eye, Marmant Ghost

No.038
Luminous Core
Sell Value 360
Consumption
Appearance
Acquisition [] Rastakanan (→P366) / [Enemy] Auxilia Hoplites

No.039
Fur
Guaranteed Sell 30
Consumption 36
Appearance rate 33.3%
Acquisition [Light] North Baronia Road (→P207) / [Treasure] North Lant Road (→P217) / [E
Eagle, Uriboa

No.040
High-quality Fur
Liangyou 93
Consumption 112
Spawn rate 10.7%
Acquisition [Light] Strata Rock Desert (→P254) / [Treasure] Fendel Borderlands
(→P276) / [Enemy] Grath Wolf, Sabre Boar

[No.041]
Highest-grade Fur
Sell Value 270
Consumption Account 324
Occurrence Rate 3.7%
Acquisition [Light] Untrodden Desert (→P255) / [Treasure] District 13 (→P307) /
[Enemies] Glat Wolf, Skiar Eagle

No.042
Fur of a Spring Night's Moment
Selling price 72
Consumption 882
Drop rate 0.7%
Acquisition [Enemy] Horukew Kamui, Ovinnik

No.043
Feather
Sell Value 22
Consumption
Occurrence
Acquisition [Light] West Rant Road (→P248) / [Treasure] East Rant Highway (→P212)
Nia Road (→P228) / [Enemies] Eagle, Chun Chun

No.044
Clean Feather
Mail 75
Eggs consumed 90
Spawn rate 33.3%
Acquisition [Light] Strata Great Desert West (→P263) / [Treasure] Zavet Mountain (→P282)
/ [Enemy] Kaka, Night Eagle

No.045
Beautiful Feather
Sales/Tr 225
Consumption 270
Occurrence Rate 4.4%
Acquisition [Light] Road to the Ice Sea (→P293) / [Treasure] Cornell Research Facility (→P
[Enemies] Skiar Eagle, Paruif Harpy

No.046
Sultry Feather
Sell Value 630
Consumption 756
Appearance rate 0.8%
Acquisition [Treasure] Rastakanan (→P368) / [Enemies] Boss Eagle, Tyubose
Herby

No.047
Nameless Fruit
Sell Value 22
Consumption 27
Drop rate 44.2%
Acquisition [Light] East Rant Highway (→P212) / [Treasure] Ranto Back Mountain (→P218)/
[Enemies] Retit Pri Mandragora

No.048
Unnamed Fruit
Sell Value 60
Consumption Notes 72
Appearance rate 16.7%
Acquisition [Light] Strata Rock Desert (→P254) / [Treasure] Fendel Borderlands
(→P276)/[Enemy] Purisabote Mandragora

No.049
Secret Fruit
Selling 150
Consumption 180
Appearance
Acquisition [Treasure] District 13 (→P307)/[Enemy] Purikodama, Mandolate-tee

No.050
Top-Secret Fruit
Sell Value 360
Consumption 432
Occurrence
Acquisition [Treasure] Rastakanan (→P371)/[Enemy] Himera Beetle, Minui Shade

No.051
Mysterious Liquid
Trade value 19
23
Appearance
Acquisition [Light] Grelside Road (→P230) / [Treasure] Capital Underground (→P225)/
[Enemy] Green Slime, Rover

No.052
Dangerous Liquid
Selling 50
Consumption: 60
Occurrence rate 19.8%
Acquisition [Light] Strata Great Desert North (→P268) / [Treasure] Fendel Government Tower
(P292)/[Enemy] Seany Slime, Roper

No.053
Dangerous Liquid
Sell Value 123
Consumption 148
Appearance rate 8.1%
Acquisition [Light] Area 13 (→P307) [Treasure] Snow-Sealed Ruins (→P304),
Windmill Ruins (→P346) / [Enemies] Seanys Slime, Phobos Eye

No.054
Darkness Liquid
Selling 292
Consumption Scenery 351
Appearance
Acquisition [Enemy] Paion Slime, Buddinga Rover

No.055
Scale
Sell Value 6
Consumption 7
Appearance R
Acquisition [Light] South Baronia Road (→P228) / [Treasure] West Rant Road (→P248)/
[Enemy] Fossil Lizard, Lizard

No.056
Hard Scale
Sell Value 50
Consumption 60
Occurrence
Acquisition [Light] Fendel Mountain Tunnel (→P278)/[Enemy] Lizard, Wyvern

No.057
Dragon Scale
Recharge 206
Consumption 247
Occurrence Rate 4.8%
Acquisition [Light] Untrodden Desert (→P255)/[Enemy] Turipari Lizard, Naosraptor

No.058 "Phantom Beast Scale
Sell 682
Consumption Record 819
Appearance Rate 0.7%
Obtain [Treasure] Rasta Kanan (→P372) / [Enemy] Hatuibuwari, Erenske

No.059 Mere Bones
Sell 16
Consumption Amount 20
Appearance Rate 59.5%
Acquisition [Light] North Rant Road (→P217) / [Treasure] North Rant Road (→P217) / [
Leader

No.060 Quite a bone
Recharge 45
Consu
Appearance r
Acquisition [Light] Strata Great Desert - East (→P257) / [Treasure] Fendel Glacier Ruins (→P294)/[Enemy] Beakamandīru, Bea Saldado

No.061 Amazing Bone
Sell 112
Consumption 135
Appearance rate 8.9%
Acquisition [Light] Zavetto Mountain (→P282) / [Treasure] District 66 (P315) / [Enemy] Muvionboa, Nyx Shade

No.062 2 Too Incredible Bones
Sell 270
Consumption 324
Appearance rate 1.9%
Obtain [] Rastakanan (→P372) / [Enemy] Garenedragon, Geboar

No.063 Broken Gear
Sell Value 26
Consumption: 31
Appearance
Acquisition [Light] Grel Old Highway (→P234) / [Enemy] Marksman

No.064 Gear
Acquisition [Light] Fendel Plateau (→P279) / [Treasure] Sneak Laboratory (→P286) / [Enemy] Churen Tank, Primaank Gear
Sell 67
Consumption 81
Spawn Rate 14.8%

No.065 Strange Gear
Sell Value 165
Consu ption
Spawn Rate 6.1%
Acquisition [Light] Untraveled Snow Road (→P303)/ [Treasure] Basis Military Base (→P
[Enemy] Werites, Equites

No.066 Arcane Gear
Acquisition [Enemies] Anastasia
Light 390
Consu ptio
Appearance

No.067 Cracked Teeth
Sell
Consu
Appearance Rate 66.7%
Acquisition [Light] North Lant Road (→P217) / [Treasure] East Lant Highway (→P212) / [Enemies] Ogrubbat, Tiny Wolf

No.068 Pointed Tooth
Sell 50
Consump 60
Occurrence rate 19.8%
Acquisition [Light] Strata Great Desert - West (→P263) / [Treasure] Untamed Snow Path (→P303) / [Enemies] Ubi-Ribat, Old Bat

No.069 Sharp Tooth
Guara 150
Clothing Consumption 180
Appearance Rate 6.7%
Acquisition [Enemies] Calkos Wolf, Nyx Shade

No.070 Sharp tooth
Sell 412
Consu ptio
Drop r 1.2%
Acquisition [Treasure] Windmill Ruins (→P347) / [Enemies] Legendary Wyvern, Giant Bat, Maze Lizard

No.071 Rusty Nail
Sell 13
Consumption 15
Drop r 75.8%
Acquisition [Light] West Lant Road (→P248) / [Treasure] South Baronia Road (→P228) / [Enemy] Forest Goblins, Foot Soldiers

No.072 Broken Blade
Sell Va 50
Consumption 60
Occurrence rate 19.8%
Acquisition [Light] Fendel Highlands (→P279) / [Treasure] Sneak Laboratory (→P287) / [Enemies] Goblin Karori, Dunnu Goblin

No.073 Rotten Sword
Sell Va 135
Consumption 198
Spawn Rate 6.1%
Acquisition [Light] Area 13 (→P307)/ [Treasure] Basis Military Base (→P316)/ [Enemy] Adamas Weapon, Smaragdus Weapon

No.074 "Defiled Sword
Sell Va 487
Consumption 585
Appearance Rate 1%
Acquisition [Enemy] Sigma

No.075 "Poison Needle
Sell Va 19
Consumption 23
Appearance rate 51.0%
Acquisition [Light] Grel-side Avenue (→P230) / [Treasure] Rant's Back Hill (→P218)/ [Enemies] Bee, Moose Scorpion

No.076 Highly Venomous Needle
Sell 67
Consumption 81
Spawn rate 14.8%
Acquisition [Light] North Strata Great Desert (→P269) / [Treasure] Xender Government (→P292) / [Enemies] Durs Scorpion, Pila Bee

No.077 Instant-Death Needle
Sell 206
Consumption Work 247
Occurrence Rate 4.8%
Acquisition [Enemy] Alduina, Drevannus Spider

No.078 Killing Needle
Selling Price 5
Consu able
Spawn Rate 0.9%
Acquisition [Treasure] Windmill Ruins (→P347) / [Enemies] Pantagruel, Mech Bee

No.079 Shell
Sell Value 16
Consumption Money 20
Appearance Rate 59.5%
Acquisition [Light] South Baronia Road (→P228) / [Treasure] West Rant Road (→P248)/ [Enemy] Country Star, Tortoise

No.080 Uzushio Shell
Sell Va 60
Consu ptio
Appearance rate 16.7%
Acquisition [Light] Strata Great Desert - East (→P257) / [Treasure] Fendel Glacier Ruins (→P294) / [Enemy] Tortoise, Bazalit Tortoise

No.081 "Water Spirit's Shell
Sell Value 187
Consumable Clothing 225
Appearance Rate 5.3%
Acquisition [Light] District 66 (→P315) / [Treasure] Sand-Buried Ruins (→P458)/ [Enemy] Marmalo Tortoise

No.082 Giant's Shield
Selling 500
Consumption 600
Spawn Rate 1%
Acquisition [Enemy] Preloader Duster

No.083 Wood Chip
Light Value 26
Consu 31
Appearance rate 38.2%
Acquisition [Light] North Baronia Road (→P207) / [Treasure] Oren's Forest (→P206)/ [Enemy] Trent Pritsubomi

No.084 Quarter-sawn wood
Recharge 67
Consu ptio
Appearance
Acquisition [Light] Fendel Border Region (→P276) / [Treasure] Zavet Mountain (→P282) / [Enemy] Trent

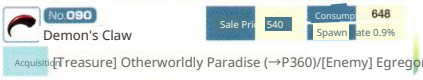
No.085 Holy Wood's Golden Branch
Sell 165
Consu ptio
Spawn Rate 6.1%
Acquisition [Light] Path to the Frozen Sea (P293) / [Treasure] Cornell Research Facility / [Enemy] Eldra Trento, Mandrathéte

No.086 Sacred Tree
Sell Va 390
Consumption break 468
Appearance rate 1.3%
Obtain [Enemies] Shield Trent, Ruin Goblin

No.087 Chipped Claw
Sell Value 16
Consumable egg 20
Appearance Rate 59.5%
Acquisition [Treasure] Oren Forest (→P206) / [Enemies] Nail Spider, Bat

No.088
Pointed Claw
Selling Price 60
Consumable 72
Appearance rate 16.7%
Acquisition [Light] Fendel Mountain Tunnel (→P278) / [Treasure] Untamed Snow Path (→P303)/[Enemy] Gloom Beetle, Cave Raptor,

No.089
Emperor's Claw
Sell Value 187
Consumption 225
Drop rate 5.3%
Acquisition [Light] Zav'et Mountain (P282)/ [Treasure] District 66 (→P315)/[Enemy] I
Glass Spider, Escaton Wyvern

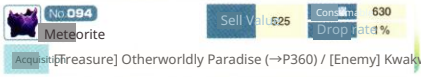


No.090
Demon's Claw
Sale Price 540
Consumption 648
Spawn rate 0.9%
Acquisition [Treasure] Otherworldly Paradise (→P360)/[Enemy] Egregoroi

No.091
Stone Material
Selling Price 37
Consumption 45
Drop rate 26.6%
Acquisition [Light] Grel Old Highway (P234)/[Enemy] Water Elemental

No.092
Upper stone
Guaranteed Sale 93
Consumption
Spawn rate 10.7%
Acquisition [Light] Fendel Border Area (→P276) / [Treasure] Strata Great Desert West (→P263) / [Enemy] Fire Elemental Maritza Golem

No.093
Earth Spirit Vessel
Sale Value 225
Consumption Estimate 270
Drop rate 4.4%
Acquisition [Light] District No. 66 (→P315) / [Treasure] Snow-Sealed Ruins (→P305) / [Enemy] Clay Iron Golem, Gellan Golem



No.094
Meteorite
Sell Value 525
Consumption 630
Drop rate 1%
Acquisition [Treasure] Otherworldly Paradise (→P360) / [Enemy] Kwakwa, Bearmonarch

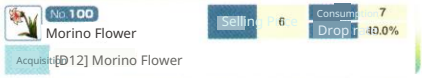
No.095
Dragon's Blood
Selling Price 720
Consumption 864
Appearance Rate 0.3%
Acquisition [S] Beranik (P277) [Stamp 10] / [Treasure] Zo-ong Cage 6

No.096
Ground Dark
Selling price 720
Consumption 864
Appearance Rate 0.3%
Acquisition [S] Telos Astyu (→P308) [Stamp 10] [Treasure] Zooon Cage

No.097
Pure Bright
Selling Price 720
Consumption 864
Drop rate 0.3%
Acquisition [S] Neko-nin Village (→P453) [Stamp 10] Zo-ong Cage 4

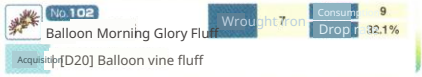
No.098
Fruit of Another World
Sell Value 100
Consumption 120
Drop rate 1.3%
Acquisition [Treasure] Otherworldly Paradise (→P360) / [Enemy] Egregoroi

No.099
Water of Atonement
Selling Price 4
Consumption 5
Drop rate 59.5%
Acquisition [D11] Exculpatory Water



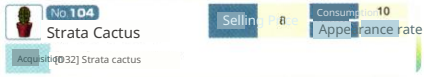
No.100
Morino Flower
Selling Price 6
Consumption 7
Drop rate 40.0%
Acquisition [D12] Morino Flower

No.101
Poison Seaweed
Sell Value 5
Consumption 6
Drop rate 44.2%
Acquisition 【D17】 Shouhai Algae



No.102
Balloon Morning Glory Fluff
Wrought Iron 7
Consumption 9
Drop rate 32.1%
Acquisition [D20] Balloon vine fluff

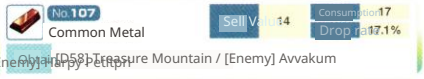
No.103
Salt of Truth
Sell Value 6
Consumption 8
Drop rate 36.2%
Acquisition [D31] True Rock, [D43] Kara Well



No.104
Strata Cactus
Selling Price 8
Consumption 10
Appearance rate 29.1%
Acquisition [D32] Strata cactus

No.105
Kaiga's Script
Sell Value 56
Consumption 67
Drop rate 4.4%
Obtain [D46] Kaiga's Script

No.106
Gummy Fruit
Sell Value 4
Consumption 5
Appearance rate 56.9%
Obtainable from [D04] Gummy Fruit / [Light] Various location points / [Enemy] Harpy Petitpri



No.107
Common Metal
Sell Value 14
Consumption 17
Drop rate 17.1%
Obtain [D58] Treasure Mountain / [Enemy] Avvakum

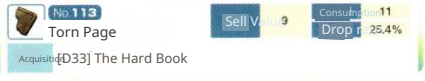
No.108
Rare Metal
Selling Price 30
Consumption 36
Appearance rate 8.1%
Acquisition [D63] Graveyard of Rusted Machines

No.109
Hihiirokane
Sell Value 44
Consumption 53
Drop rate 5.6%
Acquisition [D73] Heart of Stone

No.110
Flame
Light 12
Consumption 15
Occurrence rate 19.8%
Obtain [D41] Remnant Flame of Antiquity

No.111
Icicle
Guaranteed First 16
Consumption 20
Spawn 14.8%
Acquisition [D59] Rainbow Icicle

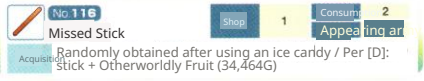
No.112
Clay
Sell Value 11
Consumption 13
Appearance rate 32.2%
Obtain [D70] Unfulfilled Wish



No.113
Torn Page
Sell Value 9
Consumption 11
Drop rate 25.4%
Acquisition [D33] The Hard Book

No.114
Horn of Strathem
Sell Value 33
Consumption 39
Spawn rate 7.5%
Obtain [Enemy] Strathem

No.115
Hit Rod
Sell Value 100
Consumption grade 120
Spawn rate 10%
Acquisition Randomly obtained after using an ice pop. Can be exchanged for an ice pop.



No.116
Missed Stick
Shop 1
Consumption 2
Appearing ar
Acquisition Randomly obtained after using an ice candy / Per [D]: Stick + Otherworldly Fruit (34,464G)

No.117
Jade Statue
Sell value 6250
Consumption 1650
Appearance rate: 0.1%
Acquisition [D] Tainted Sword + Everlight (1000G) / [D] Miss stick + Light Blue Dangerous Liquid (10000G)

[No.118]
Silver Statue
Sell Value 6250
Consumption 1650
Drop rate 0.1%
Acquisition [D] Phantom 30,020 Giants (1000G)

No.119
Statue of the Azure Sea
Sell Value 6250
Consumption 1650
Appearance rate 0.1%
Acquisition [D] Keen Fungus Seizer + Divine Wood (1000G)

No.120
Amber Statue
Sell Value 6250
Consumption
Appearance
Acquisition [D] Bewitching Feather + Life-taking Scheme (1000G)

[No.121]
Abyssal Statue
Selling 6250
Consumption 1650
Drop rate 0.1%
Acquisition [D] zi er ku > Sword + Meteor (1000G)

No.122
Statue of Zhū Lián
Guara 6250
Consum 1650
Appe rance rate 0.1%
Acquisition [D] A Moment of Spring Night's Fur + Top-Secret Fruit (1000G)

[No.123
Golden Statue
Sell Va 6250
Consu 1650
Appea 0.1%
Acquisition [D] Inch-by-inch Father Bone + Demon's Claw (1000G)

Cash Exchange

No.124
Glowing Fruit
売値 235
Consump 282
Appea 7.1%
Acquisition [D]] no 5)+ Name Also Present Suddenly (28G)

No.125
Tanned Leather
Selling Price 235
Consumption 351
Appearance Rate 5.7%
Obtained [D] Fur + Wood Fragment (35G)

No.126
Hair ornament
Sell Value 196
Consump 235
Occurrence rate 8.5%
Acquisition [D] Feather + Ten Million Teeth (24G) [Enemy] アヌ (A)

No.127
Poisonous Fruit
Sellin pric
Consu ptio
Occurrence
Acquisition [D] Nameless Right Guest + Poison Needle (26G)

No.128
Ignition powder
Ven ng machi
Consu ptio
Occurrence
Acquisition [D] Mysterious Liquid + Second 5) (26G)

[No.129
Ring
Sell Value 122
Consu ptio
Appearance Rate 13.7%
Acquisition 【D】 332 + Shells (15G) [Enemy] Hakkou So Company

No.130
nikawa (animal glue)
Sell Value 243
Consu e 292
Appearance Army: 6.8%
Acquisition 【D】 Single Woman's Bone + Fur (29G)

No.131
Cai'er Yi'er
Wrough 205
Consu ptio
Appearance
Acquisition [D] Broken Large Gear + U Nail (25G)

[No.132
Horn
Selling 165
Consumption 198
Appearance Rate 10.1%
Acquisition [D] Floating Fungus + Single Volume (20G)

No.133
Fly
Sell Value 186
Consu able
Appearance
Acquisition [D] ēU Nail + Feather (22G)

No.134
毒菓
Mail 204
Consu ptio
Appearance
Acquisition [D] Poison Needle + Mysterious Liquid (25G) [Enemy] Tēyí

No.135
White Lead (Gofun)
Mirror 283
Consu ptio
Occurrence
Acquisition [D] Shell + Stone (34G)

No.136
Fishing Rod
Sell Value 224
Consu ptio
Occurrence rate 7.4%
Acquisition [D] Wood chips +欠付Claw (27G) [Enemy] ~八又夕一下

No.137
Earrings
Sale ue 122
Consumption 146
Occurrence rate 13.7%
Acquisition [D]欠汁Dragon Claw + 50,000 two (15G)

No.138
Stone Clock
Sell Value 332
Consu ptio
Drop rate 5.0%
Acquisition [D] Stone + Broken Ninth Gear (40G)

No.139
Lantern
Sell Va 601
Consu ptio
Drop ra 2.1%
Acquisition [D] Edge Shard + Upper Stone Material (96G) / [Enemy] Ten Yi

No.140
Parchment
Sellin 601
Consu ptio
Drop r 2.1%
Acquisition [D] High-quality Fur + Nameless Fruit (96G) [Enemy] Òz

No.141
Quill
Sell V 654
Consu ptio
Occurrence rate 2.5%
Acquisition [D] Jiujiu on feathers ヒカ touch (79G) [Enemy] Li z イクト

No.142
Hongjiu
Mirror 564
Consumption 797
Occurrence
Acquisition [D] Nameless Essence + Deadly Sting (80G) [Enemy] Talent

No.143
Oil-textured file (rasp)
Sales onfir
Consu ptio
Occurrence r
Acquisition [D] Danger, liquid + discount (63G) [Enemy] Strength down

No.144
着 Adornment
Sell Value 576
Consumption 691
Drop Rate 2.9%
Acquisition [D] Hard yù 32 27 Shells (69G) Talent next floor 5 month (from 2nd time onward)

No.145
Gelatin
Sell Value 723
Consumption 867
Drop Rate 2.3%
Acquisition [D] Woman Bone + High-Quality Fur (87G)

No.146
Puzzle
Brightn 684
Consumption 797
Occurrence rate 2.5%
Acquisition [D] Gear + Fragment of Two (80G) [Enemy] One Bite

No.147
Wrist ornament
Sell Value 576
Consumable 691
Appearance
Acquisition [D] Pointed Tooth + Pointed Claw (69G) / [Enemy] Pantera

No.148
Kitchen Knife
Sell V 615
Consumable 738
Drop r 2.7%
Acquisition [D] Broken Blade + Gear (74G) / [Enemy] Haguwar

No.149
Corrosion Medicine
Selling 615
Consumption 738
Appearance Rate
Acquisition [D] Venomous Needle + Dangerous Liquid (74G) / [Enemy] Mursierago

No.150
Bone Key
Selling 547
Consum 656
Drop r 3.0%
Acquisition [D] Whirlpool Shell + Sturdy Bone (66G) / [Enemy] Havalley

No.151
Soulmask (Spirit Mask)
Sell V 742
Consumption 891
Drop r 2.2%
Acquisition [D] Straight-grain Wood + Clean Feather (89G) / [Enemy] Elisso

No.152
Necklace
売値 576
Consu ption
Appe rance Rate 2.9%
Acquisition [D] Sharp Claw + Hard Scale (69G) / [Enemy] Tigure

No.153
Expensive-looking desk
Selling 840
Consum 1000
Occur 2.0%
Acquisition [D] Upper Stone Material + Straight-grain Wood (101G)

No.154
Imperial Egg
売値 1640
Consu 1096
Drop rat 1.0%
Acquisition 【D】Clear Core + Strange Gear (197G) / 【Enemy】Celdic, Melan Desherto

No.155
Fire-flow cloth
Sell V e 2480
Consu ption
Appe rance Rate 0.7%
Acquisition [D] Highest-grade Fur + Dragon Scale (298G) / [Enemy] GaaGaa, Kanhel

No.156
Icarus's Wings
Previ us va
Consu ption
Appea 0.8%
Acquisition [D] Beautiful Feather + Highest-grade Fur (244G) / [Enemy] GyaaGyaa

No.157
Progress Chart of All Things
Sell Price 2187
Consumption 1162
Drop Rate 0.8%
Acquisition [D] Secret Fruit + Holy Tree Golden Branch (263G) / [Enemy] Nuruboodeju, Mad

No.158
Soft Stone
Sell valu 1816
Consumption 1118
Spawn Rate 0.9%
Acquisition [D] Dangerous Liquid + Gnome Vessel (218G) / [Enemy] Arsona, Tharma

No.159
Black ring
Sell Price 2148
Consump 1157
Drop Rat 0.8%
Acquisition [D] Dragon Scale + Instant-Death Needle (258G) / [Enemy] Agathion, Introw Lidithim

No.160
Hand of Glory
Sell valu 1563
Consump 1087
Appearance
Acquisition [D] Amazing Bone + Emperor's Claw (188G) / [Enemy] Hildisvīni

No.161
Sword of God-slaying
Sell valu 1718
Consumption 1106
Appearance rate 1.0%
Acquisition [D] Strange Gear + Rusted Sword (206G) [Enemy] Raoelvolf

No.162
Ring of White
Sell valu 1367
Consu ption
Drop rat 1.2%
Acquisition [D] Sharp Tooth + Amazing Bone (164G) / [Enemy] Uridhisum, Crow-Kuru Wahha

No.163
Damascus Steel
Sell valu 1504
Cons mable clothing 1080
Appe rance rate 1.1%
Acquisition [D] Decayed Sword + Dangerous Liquid (181G) / [Enemy] Gildeptis, Bo Ryukarubos

No.164
Cantarella
Sell Valu 1855
Consumption 1122
Drop Rate 0.9%
Acquisition [D] Death Needle + Secret Fruit (223G) / [Enemy] Prisoma, Mandrafyli

No.165
Eye of the Wasteland
Sell 1758
Consu ption
Occurr 0.8%
Acquisition [D] Shell of Aqua Spirit + Clear Core (211G) / [Enemy] Cosmostar, Balor

No.166
hamaya (ceremonial arrow for warding off
Sell V e 2031
Consu ption
Drop Rat 0.8%
Acquisition [D] Golden Branch of Sacred Tree + Beautiful Feather (244G) / [Enemy] Konjic

No.167
Of Fate and Chance
Selling Price
Consu ption
Drop rat 0.9%
Acquisition [D] Emperor's Claw + Sharp Tooth (211G) / [Enemy] Mokkuru Karlvi

No.168
Box of the Law
Sell valu 2149
Consu ption
Drop rat 0.8%
Acquisition [D] Earth Spirit Vessel + Water Spirit Shell (258G) / [Enemy] Budawangni

No.169
Ring of Ash
Sell valu 10986
Consu ption
Drop rat 0.2%
Obtain [D] Black Ring + White Ring (1318G)

No.170
Keiryu Rod
Guara 1052
Consumption 1026
Occurrence Rate 1.6%
Obtain [D] Straight-grained Wood + Fishing Rod (126G)

No.171
Carbon Rod
Sale P e 1397
Consumption 1067
Appearance Rate 1.2%
Obtain [D] Strange Gear + Rare Metal (168G)

No.172
Taikōbō's Fishing Rod
売値 5560
Consu n Cooldown
Spawn 0.3%
Acquisition [D] Holy Wood Golden Branch + Damascus Steel (667G)

No.173
Balloon Cloth
Sale 2066
Consumption 1150
Drop Rate 0.8%
Acquisition [D] Balloon Flower Down + Corrosive Medicine (250G)

No.174
plush toy
Selling 5562
Consu 1701
Drop r 0.2%
Acquisition [D] Morning glory fluff + balloon cloth (802G)

No.175
Almesera Chronicle
Sell Val 3216
Consump 1286
Occurrence r
Obtain [D] Kaiga Script + Quill Pen (386G)

No.176
Imperial Family Crest
Sale v e 5664
Consum 1579
Appearance Rate 0.3%
Acquisition [D] Rare Metal + Imperial Egg (680G) / [Treasure] Oswell Treasure Vault(P327)

No.177
Light-blue dangerous liquid
Selling price
Consumable 1609
Appearance Rate 0.3%
Acquisition [D] Suikaido (seaweed) + Cantarella (710G) / [Treasure] Oswell Treasury (→P327) / [Enemy] Arina, Tharmas, Yulizen, Luva

No.178
Stink B
Sell V 2659
Consumable
Drop r 0.6%
Acquisition [D] Shining Fruit + Corrosive Potion (319G)

No.179
Rainbow Lens
7141
Consu 1757
Drop r 0.2%
Acquisition [D] Oil-eye File + Eye of the Wasteland (857G)

No.180
Mysterious Mirror
Sell V 7110
Consump 1753
Occurr 0.2%
Acquisition [D] Common Metal + Progression Table of All Things (853G)

No.181
Strange 焼
Sell g confirmations 5911
Consumption 1609
Occurrence rate 0.3%
Acquisition [D] Clay + Soft Stone (709G) / [Treasure] Oswell Treasury (→P327)

No.182
Knight's Spring
Sell V 615
Meal c 738
Occurrence
Acquisition [D] Fire + Icicle (74G)

No.183
Frying pan
Selling 8025
Consu ption
Occurrence
Acquisition [D] Common Metal + Firecloth (963G)

No.184
Suspicious powder
1647
Consumable clothing
Drop ra 1.0%
Acquisition [D] Nikawa + Gofun (198G) / [Treasure] Fendel Mountains (→P278) Windmi Ruins (→P347)

No.185
Heaven and Earth
Selling 5522
Consumption 1562
Occurrence rate 0.3%
Acquisition [D] Hihiirokane + Damascus Steel (663G)

No.186
Feather Patch
Selling 8319
Consumption
Occur 0.2%
Acquisition [D] Ornament + Balloon Cloth (998G)

No.187
"Something like a mask"
Selling price
Consumption
Drop rat 0.4%
Acquisition [D] Bone Key + Spirit Mask (484G)

No.188
A crown that looks expensive
1746
Consu 2905
Drop r 0.1%
Acquisition [D] Torn Page + Heaven-and-Earth Ore (2095G)

No. 189
Everlight
Light Mirror
Consumption element 1200
Drop rat 0.1%
Acquisition [D] Luminous Core + Darkness Liquid (408G)

Ingredient

No.190
Tomato
Liu Zh 88
Consumption 10
Selling 8
Drop ra 56.8%
Acquisition [S] Baronia (→P210) [Stamp 3] / [Enemy] Wizard, Old Buck

No.191
Lettuce
60
6
Consu 7
Appearance
Acquisition [S] Rant (→P215) [Stamp 4] / [Treasure] Contact Port for Baronia (→P212)

No.192
Onion
72
Sell Value 7
Consumption 8
Appearance rate 69.4%
Acquisition [S] Or-Reiyu (→P253) [Stamp 2] / [Treasure] Yu Liberte (→P262)/[Enemy] Sabre Boar, Damned Shooter

No. 193
Potato
Selling 8
Consumption 10
Drop ra 58.1%
Obtain [Enemies] Gerran Golem, Shield Trent / [D23] Potato

No.194
Carrot
Anomal —
Light 5
Consu 6
Appearance rate 89.3%
Acquisition [Enemy] Plinindge, Looper / [D26] Carrot

No.195
Cabbage
5
Consum 6
Appearance R
Obtain [Enemies] Ubii Ribbat, Haguwar / [D48] Cabbage

No.196
Pumpkin
Selling Price 17
Consump 20
Appearance rate 29.1%
Acquisition [Enemy] Porcher / [D52] Pumpkin

No.197
Daikon
Treasure-Mirr Consu 9
Guarant 7
Appearance Rate 64.1%
Obtain [Enemies] Damned Fighter, Butcher / [D51] Daikon

No.198
Eggplant
Threshol 96
9
Consump 11
Appearance rate 52.1%
Obtain [S] Kamenin Shop [Stamp 3] / [Enemy] Mandratteté

No.199
Melon
Mass 714
71
Consume purchase 85
Appearance rate 7.0%
Acquisition [S] Rant (→P215) (after clearing Travel 56)

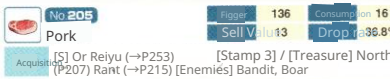
No.200
Apple
Contribution Value
10
Consumption 12
Appearance rate 47.2%
Acquisition [Enemy] Stag Beetle, Trooper / [D01] Apple Tree / [Light] East Ran To Highway (→P212) North Baronia Road (→P207)

No.201
Momo
Ying L
For sale 25
Consumption 30
Occurrence rate 19.8%
Acquisition [Treasure] Oswell Treasury (→P327) / [Enemies] Gatito, Gloom Beetle [45] Peach Tree / [Light] Strata Rocky Desert (P254) Untrodden Desert (→P255) / [Light] Fendel Border Area (→P276) District 13 (→P307)

No.202
Grapes
Beaut 166
Sale v 16
Consu 19
Appearance rate 30.1%
Acquisition [S] Yuriberte (→P262) [Stamp 1] / [Enemy] Pantera, Fari

No.203
Banana
14
Consumption 17
Appearance rate 34.7%
Acquisition [Treasure] Zooon Cage 8 / [Enemy] Dunnu Goblin, Mandratan/ [D37] Desert Banana

No.204
Chicken
Reder 100
Sell 10
Consumption 12
Appearance
Acquisition [S] Seible Izole (→P256) [Stamp 5] / [Treasure] Zo-on Cage 1 /[Enemies] Wolf, Desert Eagle



No.205
Pork
Sell Value 13
Drop rate 36.8%
Acquisition [S] Or Reiyu (→P253) [Stamp 3] / [Treasure] North Paronia Road (→P207) Rant (→P215) [Enemies] Bandit, Boar

No.206
Beef
Selling Price 16
Appearance r
Acquisition [S] Paronia (P210) [Stamp 2] / [Treasure] Oswell Treasury (→P327) / [Enemy] Third Hammed Fighter

No.207
Special Beef
Sell V
11.6%
Obtain [S] Kamenin Shop [Stamp 4] / [Enemy] Dracorn Ghost

No.208
Minced Meat
Selling 15
Drop rate 31.6%
Acquisition [S] Kamenin Shop [Stamp 1] / [Treasure] District 13 (→P307)/ [Enemy] Erisso Karkoswulf

No.209
Tuna
Sellin
75 Appearance Rate
Acquisition [S] Or-Reiyu (→P253) [Stamp 5] / [Enemy] Michieli Dragon

No.210
Asari
Sale L 4
Appearance R
Acquisition [S] Grelside (→P232) [Stamp 2] / [Enemy] Country Star, Tortas

Ikura
Sell Value 19
Drop r
Acquisition [S] Grellside (→P232) [Stamp 8] / [Enemy] Damned Trooper Ne ation Star

No.212
Shrimp
Spaw Rate 41.7%
Acquisition [S] Grelside (→P232) [Stamp 3] / [Enemy] Granite Tortoise, Gu Lean Slime

No.213
Salmon
Sell V
Spaw Rate 37.9%
Acquisition [S] Zavēt (→P281) [Stamp 1] / [Treasure] Zavēt's Contact Port (→P280) / [Enemy] Pair Pairkamandēru

No.214
Crab
Sell P 22
Appearance Rate 22.7%
Acquisition [S] Zavetto (→P281) [Stamp 3] / [Treasure] Zo-on Cage 9, Port south of Peranic (→P275) / [Enemies] Grath Wolf, Sea Slime

No.215
Cod
Mirro 15
Acquisition [S] Zavetto (→P281) [Stamp 2] / [Enemies] Bazaar Tortoise, Mar Mant Ghost

No.216
ウナギ
Consumption: 34
Spawn rate: 17.4%
Acquisition [S] Zavēto (→P281) [Stamp 4] / [Enemy] Marumaros Tortas

No.217
Thai
Sell Value 43
Acquisition [S] Zavēto (P281) [Stamp 5] / [Treasure] Zo-on Kaeli 7/ [Enemy] Gūpkalōpa, Malik

No.218
Rice
Sell va 5
Spawn rate:
Acquisition [S] Lant (→P215) [Stamp 1] / [Treasure] West Lant Road (→P248) Lant West Port (→P249) [Enemy] Petit Puri Puri Tsubomi

No.219
Bread
Sellin 4
Appearance Rate 99.9%
Acquisition [S] Baronia (P210) Stamp 1] / [Treasure] Contact Port to Baronia (→P212) East Lant Road (→P212) [Enemy] Bow Shooter

No.220
Pasta
Sell Value 4
Appearance Rate 99.9%
Acquisition [S] Grellside (→P232) [Stamp 1] / [Treasure] North Baronia Road (→P207) South Baronia Highway (→P228) / [Enemies] Elisso, Hunter

No.221
Pie Sheet
Sale price: 12
Appearance rate 41.0%
Obtainable [S] Baronia (→P210) [Stamp 4] / [Treasure] North Baronia Road (→P207) Paronia (→P210) / [Enemies] Skirmisher, Trooper

No.222
Vegetable Set
Sell Va 56
Appearance rate 4.4%
Acquisition [S] Kamenin Shop [Stamp 5] / [Treasure] Strata Great Desert — East (→P257) Beranic (→P277)

No.223
Seafood Set
Drop r 4.9%
Obtain [S] Kamenin Shop [Stamp 8]

No.224
Spice Set
Sell V 63
Drop rate 4.0%
Acquisition [S] Kamenin Shop [Stamp 6] / [Treasure] Strata Great Desert - East (→P257) / [Enemy] Fake Pasteak

No.225
Egg
Sell Value 3
Appearance Rate 99.9%
Acquisition [S] Seibl Izole (→P256) [Stamp 4] / [Treasure] Baronia (→P210) Zo-on Cage 2 / [Enemy] Axpeak, Kakar

No.226
Milk
Sell 8
Acquisition [Treasure] Beranic (→P277) Ammalchia Village (→P285) / [Enemy] Keimon Harpy, Digger / [D09] Windle Cow

No.227
Cheese
Sell Value 21
Drop r 23.1%
Acquisition [S] Seibl Izole (→P256) [Stamp 1] / [Treasure] Strata Great Desert - East (→P257) Yuriberte (→P262) [Enemy] Ogrubbat, Duls Scorpion

No.228
Umeboshi (pickled plum)
Selling 10
Appearance Rate 48.1%
Acquisition [S] Rant (→P215) [Stamp 2] / [Treasure] Behind Rant's Back Mountain Cliff (→P199) / [Enemy] Elite Guard

No.229
Nori (seaweed)
Selling
Drop r 99.9%
Acquisition [S] Or-Reiyu (→P253) [Stamp 1] / [Treasure] Baronia (→P210) / [Enemy] Eldra Trent, Fighter

No.230
Tofu
Appearance Rate 8.6%
13 [S] Telos Astyu (→P308) [Stamp 1] / [Treasure] District (→P307) / [Enemy] Acquired: Escaton Wyvern, Melan Slime [D66] Large Buck

No.231
Nattō
Selling Price
Drop r 3.1%
Acquisition [S] Telos Astyu (→P308) [Stamp 5] / [Treasure] District 66 (→P315) [Enemy] Prikodama / [D66] Large Bucket (reinvestigate in 13–33 minutes)

No.232
Miso
Sell Value 330
Drop r 1.3%
Acquisition [S] Telos Astyu (→P308) [Stamp 7] / [D66] Large Bucket (reinvestigate after 2 minutes or more)

No.233
Chocolate
Drop rate 28.4%
Acquisition [Enemy] Digger, Paruif Harpy / [D53] Chocolate Fountain

No.234
Tea leaves
Selling Price 3
Obtainable from [Enemy] Vizavi Sergeant / [D13] Tea Plantation

No.235 Red Wine
Acquisition [S] Yuriberte (→P262) [Stamp 4] / [Treasure] Gijima (→P271), Ozwell Treasury (→P327) [Enemies] Komisu Demon, Thief

No.236 White Wine
Acquisition [S] Yuriberte (→P262) [Stamp 5] [Treasure] Yuriberte North Harbor (→P270) Ozwell Treasury (→P327) [Enemies] Wizard, Pantera

Fragment

No.237 Attack Piece
drop Oren Forest (27%), West Rant Road (27%), Behind Rant Cliff (23%), Grel Old Road (21%)

No.238 Defense Piece
Acquisition North Baronia Road (27%), Wall Bridge (23%), Oren Forest (23%), West Rant Road (23%)

No.239 Mind Piece
obtain Wall Bridge (21%)

No.240 Resist Piece
Acquisition North Rant Road (27%), East Rant Highway (23%), South Palonia Highway (23%), Royal Capital Underground (18%)

No.241 Hit Piece
Acquisition Backhill of Rant (27%), North Rant Road (23%), Wallbridge Underground Ruins (21%), Sand-Buried Ruins (18%)

No.242 Iveid Piece
Acquisition Under the cliff of Backhill of Rant (27%), Backhill of Rant (23%), Grelside Road (21%), Eastern Strata Great Desert (18%)

No.243 Vital Piece
Acquisition Grelside Rockgagan (21%), Zo'on Cage 10 (18%), Road to the Frozen Sea (17%), Basis Military Base (17%)

No.244 Speed piece
Acquisition Lambda (18%), Zo'on Cage 10 (17%), Basis Military Base (13%), District 66 (10%)

No.245 Gain Piece
Acquisition Fendel Mountain Tunnel (30%), Royal Capital Underground (23%), Untame (18%), Zo'on Cage 2 (18%)

No.246 "Absorb Peace
Acquisition Fendel Plateau (30%), Paronia Castle (23%), Snow-Sealed Ruins (18%), Zo-on Cage 2 (17%)

No.247 Breath Piece
Acquisition Mount Zavet (30%), Strata Rock Desert (21%), District 13 (15%), Untrodden Desert (15%)

No.248 Tension Piece
Acquisition Sneak Laboratory (30%), South Paronia Road (23%), Strata Great Dunes East (21%) Zo-on Cage 7 (18%)

No.249 Holy Peace
Acquisition Fendel Government Tower (30%), Grellside Road (23%), Strata Great Dunes Desert West (21%) Zo-on Cage 7 (17%)

No.250 Rescue Piece
Acquisition Grell Old Road (36%), Strata Great Dunes North (33%), Road to the Frozen Sea (30%), Fendel Border Region (30%)

No.251 Poison Peace
Acquisition Seaside Cave (27%), Zo-on Cage 8 (18%), North Land Road (17%), Gardia Shaft (Upper Layer) (15%)

No.252 Paralyze Piece
Acquisition Wall Bridge Underground Ruins (23%), Zooon Cage 8 (17%), South Baronia Road (13%), Gardia Shaft (Upper) (12%)

No.253 Freeze Piece
Acquisition Fendel Iceberg Ruins (18%), Road to the Frozen Sea (15%), Gardia Shaft (Middle) (15%), Zooon Cage 8 (15%)

No.254 Burn Peas
Acquisition Zo'oon Cage 4 (18%), Wallbridge (18%), Zo'oon Cage 6 (15%), Grellside Road (13%)

No.255 Stone Piece
Acquisition Strata Desert Ruins (21%), Zo'oon Cage 4 (17%), Galdia Shaft (Lower) (15%), Sand-Buried Ruins (13%)

No.256 Slow Piece
Acquisition Zo'oon Cage 4 (15%), Strata Rocky Desert (12%), Sand-Buried Ruins (12%), Galdia Shaft (Lower) (12%)

No.257 Revenge Piece
Acquisition Zo'oon Cage 3 (18%), Fendel Government Tower (15%), Fendel Highlands (15%), District 66 (12%)

No.258 [Rivamp Piece
Acquisition Zoan Cage 6 (18%), Zavet Mountain (15%), Fendel Border Zone (15%), Fendel Glacier Ruins (15%)

No.259 Refeed Piece
Acquisition Zoan Cage 9 (18%), Fendel Mountain Tunnel (15%), Sneak Laboratory (15%), Zoan Cage 8 (13%)

No.260 Rise Piece
Acquisition District 13 (18%), District 66 (18%), Zoan Cage 3 (17%), Untamed Snow Path (15%)

No.261 Exceed Piece
Acquisition Basis Military Base (18%), Cornell Laboratory (18%), Zoan Cage 6 (17%), Snow-Sealed Ruins (15%)

No.262 Reforce Piece
Hill Lambda (25%), Zoongage 9 (17%), Zoongage 8 (12% Drop), Behind the of Lant (13%)

Weapon Data

Weapons are crucial equipment that directly affect a character's attack capability. Prioritize acquiring powerful ones.

Sword

Equippable by: Asbel

No.001 Aston's Sword
CC 3-6 | Attack 12 | Rank 1 | Proficiency 5 | In life 6 | Property: Antique style
Special effects
Obtain: Asbel (Childhood) Starting Equipment

No.002 Baronia's Sword
CC 4-6 | Attack 19 | Rank 1 | Proficiency 5 | Purchase price 370 | Sell Value 111 | Accuracy 10 | Property: Cool
Special effect -
Obtain: [S] Rant (→P215), Paronia (→P210)

No.003 Longsword
CC 5-7 | Attack 28 | Rank 2 | Accuracy 14 | Property: Sharp
Special Effect One
Acquisition: [S] Paronia (→P210) Kamenin Shop [Stamp 10] / [Treasure] Zooon Cage

No.004 Iron Sword
Attack 37 | Rank 3 | Proficiency 5 | Accuracy 18 | Nature: smooth
Special effect -
Obtain: [S] Rant (→P215) / [Treasure] Zo-on Keiji 5

No.005 Steel Sword
Attack 48 | Rank 5 | Proficiency 6 | Accuracy 24 | Property: Hard
[Special effect
Acquisition: [S] Grellside (→P232) 、Kamenin Shop / [Treasure] Zo-on Keiji 5

No.006 Rune Sword
CC 7-10 | Attack 64 | Rank 7 | Proficiency 6 | In life 32 | Property: Elegant
Special effects
Obtain: [S] Or-Reiyu (→P253) / [Treasure] Zo-on Cage 5

No.007 Battle Sword
CC 8-11 | Attack 77 | Rank 9 | Proficiency 7 | Accuracy 39 | Property: Bold
Special effects
Obtained from: [S] Beranik (→P277) Ammalchia Village (→P285) / [Treasure] Zo-on

No.008 Platinum Sword
CC 8-12 | Attack 82 | Rank 11 | Proficiency 8 | Accuracy 41 | Property: Refined
Special effects
Obtain: [S] Zavet (→P281) / [Treasure] Zooon Cage 5

No.009 Mithril Sword
CC 9-13 | Attack 109 | Rank 13 | Proficiency 9 | Attack 54 | Property: Prickly
Special effects
Obtain: [S] Shuttle (→P307), Telos Asty (→P308) / [Treasure] Zo-On Cage 5

No.010 Rare Sword
CC 9-14 | Attack 131 | Rank 15 | Proficiency 10 | Property: Ominous
Special effects
Obtain: [S] Kamenin Shop [Stamp 7] / [Treasure] Zooon Cage 5

No.011 Katana
CC 6-8 | Attack 46 | Rank 4 | Property: Stubborn
Special Effect Mind [2] Technique attack power increases by 17
Obtain: [D] Iron Sword + Moistening Crystal (1250G)

No.012 Flamberge
CC 7-9 | Attack 57 | Rank 6 | Proficiency 18 | Nature: Hot and Bitter
"Special Effect: Burning 【2】 — Attacks gain burn attribute"
Obtain: "【D】 Steel Sword + Blazing Crystal (2300G)"

No.013 Zephyrus
CC 6-12 | Attack 73 | Rank 8 | Skill 18
Special Effect Ranger [3] Damage to birds increases by 28%
Obtain: [D] Rune Sword + Fluttering Crystal (4230G)

No.014 Ice Coffin
Attack "86" | "Frank" 10" | Proficiency 20 | Accuracy 43 | Nature: cold and bleak
Special Effect Dandy [3] Damage to reptiles increases by 28%
Obtainable [D] Battle Sword + Frost-corroding Crystal (6005G)

No.015 Balmung
CC 7-14 | Attack 91 | Rank 12 | Proficiency 21 | Accuracy 45 | Property: Severe
Special Effect Slayer [3] Damage against dragons increased by 28%
Acquisition [D] Platinum Sword + Great Crystal (7780G)

No.016 Durandal
CC 8-15 | Attack 118 | "Frank" 14 | Accuracy 59 | Property: Gentlemanly
Special Effect Angel [3] Damage to demons increases by 28%
Obtain: [D] Mythril Sword + Exalted Crystal (14320G)

No.017 Isseberg (Iseberg)
CC 8-16 | Attack 140 | Rank 16 | Accuracy 70 | Nature: Mysterious
Special Effect Crusher 【4】 Damage to inorganic objects increased by 32%
Obtain: 【D】 Rare Sword + Silent Crystal (26350G) 【Enemy】 Celdic Kai

No.018
Excalibur
CC 9-17

Attack	151	Magic Attack	302
Rank	18	熟練	24
Zodiac	765		
Sell Value	645		
Accuracy	76		
Property	Punctual		

Special Effect Sacred [4] Increases damage against Violent Star by 32%
Acquisition Travel 65

No.019
Levanteen
CC 9-18

Attack	160	Martial	260
Rank	17	Heat	25
Purchase	765		
Light	430		
Accuracy	70		
Property	Overbearing		

Special Effect Wild 【4】 Damage to beasts increased by 32%
Obtain[Enemy] Veig (A), Veig (B)

No.020
Disintegrate
CC 9-20

Attack	230	Magic Attack	409
Rank	19	Reito	26
Purchase	44560		
Guarantee	23765		
Accuracy	115		
Property	Dangerous		

Special Effect Stone [5] Adds petrification property to attacks
Obtain [D] Longsword + Enas Sphere (680G)

No.021
Valkirin
CC 10-12

Attack	118	Supplementary Attack	235
Rank	20	Fire Tolerance	20
Purchase	33440		
Selling	23408		
Accuracy	59		
Property	Wild		

Special Effect Disbeast [5] Damage received from beasts reduced by 26%
Acquisition [D] Mithril Sword + Kubinagāi (14320G)

No.022
Onimaru Kunimori
CC 3-10

Attack	37	Magic Attack	74
Rank	4	Proficiency	10
買値	765		
Sell Value	206		
Accuracy	102		
Property	Warm-hearted		

Special Effect Attack [1] Increases attack power by 10
Acquire 購 Baronia (→P210)

No.023
Radiant Howl
CC 10-15

Attack	273	Magic Attack	155
Rank	16	Fire Tolerance	13
Truth Value	78500		
Sell Value	2249		
Accuracy	95		
Property	Prickly		

Special Effect Actime [3] Effect duration of the Accel Gauge increased by 18%
Acquisition [Treasure] Windmill Ruins (→P347) / [Enemy] Anastasia

No.024
Fact Fantasia
CC 11-16

Attack	220	"Magic Attack"	260
Rank	17	Proficiency	16
Truth Value	78500		
Sell Value	2677		
Accuracy	122		
Attribute: Refreshing			

Special effect: Acc-Charge 【3】 Natural increase of the Accel Gauge is increased by 16%
Obtain【Treasure】 Rastakanan (→P373) / 【Enemy】 Ekke

List

Characters who can equip Sophie

No.025
Wristlet
CC 3-6

Attack	4	Supplementary Attack	0
Rank	1	Hotline	5
買値	170		
Sell Value	21		
Accuracy	4		
Property	Stubborn		

Special effects
Acquisition: Sofi's starting equipment

No.026
Iron List
CC 5-8

Attack	18	Magic Attack	37
Rank	3	Skillet	5
Purchase	1050		
買値	328		
Accuracy	18		
Property	Smooth		

Special Effect One
Acquisition: [S] Rant (→P215) Anmaltia Village (→P285) [Stamp 10*] / [Treasure] Zo'on Cage 9

No.027
Steel Wrist
CC 5-9

Attack	24	Magic Attack	46
Rank	5	Maturity	6
買値	1930		
Sell Value	482		
Accuracy	24		
Property	Hard		

[Special Effect
Acquisition [S] Yuriberute (P261) Stamp 3] Beranic (→P277)/【Treasure】 Zo'on Cage 9 (→P232) Kamenin Shop / [Treasure] Zo'on Cage 9

No.028
Rune List
CC 6-10

Attack	32	Magic Attack	64
Rank	7	Maturity	6
Cost Value	3550		
Sell Value	1109		
Accuracy	32		
Property	Elegant		

Special Milk Fruit One
Obtain [S] Seiburu Izore (→P256) / [Treasure] Zo-on Keiji 9

No.029
Battle List
CC 7-11

Attack	39	Magic Attack	77
Rank	9	Proficiency	7
買値	5040		
Sale Qty	1449		
Accuracy	39		
Nature	Bold		

Special Effect One
Acquisition 【S】 Yuriberute (P261) Stamp 3] Beranic (→P277)/【Treasure】 Zo-on Keiji 9

No.030
Platinum List
CC 7-12

Attack	42	Magic Attack	84
Rank	11	Proficiency	8
Magic Evasion	6530		
Selling Price	1795		
Accuracy	42		
Property	Refined		

Special Effect One
Obtain [S] Village of Anmalchia (→P285) / [Treasure] Zo-on Cage 9

No.031
Mithril Wrist
CC 8-13

Attack	54	Inserted Attack	109
Rank	13	Proficiency	9
買値	12020		
Sell Value	3155		
Accuracy	54		
Nature	Prickly		

Special effect -
Obtain [S] Telos Astu (→P308) / [Treasure] Zo-on Cage 9 / [Enemy] Lambda

No. 032
Rare List
CC 8-14

Attack	66	Strategy Planning	131
Rank	15	Proficiency	10
Response Delay value	22120		
Selling Price	6083		
Accuracy	66		
Disposition: om			

Special Effect One
Obtain [S] Anmarutia Village (→P285) [Stamp 6] / 【Treasure】 Zo'on Cage 9

No.033
Defender
CC 6-8

Attack	29	Magic Attack	57
"Rank"	6	T	18
Huang Hou	6408		
Sell Value	2811		
Accuracy	29		
Nature	Severe		

Special Effect Defense [2] Increases defense by 17
Acquisition [D] Steel List + Solidified Crystal (1930G)

No.034
Garm Fang
CC 4-12

Attack	36	Magic Attack	73
Rank	8	Proficiency	18
Value	8715		
Sell Value	4956		
Accuracy	36		
Property	Wild		

Special Effect Vamicide [2] Increases damage against insects by 24%
Acquisition [D] Rune List + Kyu Crystal (3550G)

No.035
Lizard Ripper
CC 5-13

Attack	43	Technique	82
Rank	10	Fiery	20
買値	11638		
Sell Value	4073		
Accuracy	43		
Nature	Sharp		

Special Effect Dandy [3]: Damage to reptiles is increased by 28%
Obtain [D] Battle List + Attached Crystal (5040G)

No.036
Crystal Shell
CC 5-14
Attack 46
Rank 12
Special Effect Junk [3] Damage to machines increased by 28%
Acquisition [D] Platinum List + Radiant Crystal (6530G)

No.037
Titan Knuckles
CC 5-15
Attack 59
Rank 14
Special Effect Crusher [4] Damage to inorganic materials increased by 32%
Acquisition [D] Mithril Wrist + Earth-Shaking Crystal (12020G)

No.038
Shinefinger
CC 6-16
Attack 70
Rank 16
Special Effect Sacred [4] Damage to the Rampaging Star increased by 32%
Acquisition [D] Rare List + Tyrannical Crystal (22120G)

No.039
God Weapon
CC 6-17
Attack 76
Rank 18
Special Effect Angel [4] Damage to fiends is increased by 32%
Acquired from [Enemy] Deuteron

No.040
Terrape Wayne
CC 6-18
Attack 70
Rank 17
Special Effect Holy 【4】 Restores 30 HP at regular intervals
Obtain Travel 61/【Enemy】 Emelord Kai

No.041
Diavarein
CC 9-20
Attack 115
Rank 19
Special Effect Exceed [5] CC maximum increases by 3
Obtain [D] Iron Wrist + Diosphere (1050G)

No.042
Beer Claw
CC 8-9
Attack 110
Rank 9
Special Effect Paralyze [3] Attacks gain the paralysis attribute
Acquisition Travel 20

No.043
Necolette
CC 10-14
Attack 43
Rank 20
Special Effect Speed [3] Movement speed in battle increases by 20%
Acquisition [D] Battle List + Karitakunaal (5040G)

No.044
Danzō's Gauntlets
CC 6-7
Attack 23
Rank 5
Special Effect Resist [1] Technique defense increases by 10
Acquisition [] Telos Asty (→P308)

No.045
Seraphic Hearts
CC 9-14
Attack 96
Rank 16
Special Effect Akhiir [3] The accel gauge increases when HP is recovered
Acquisition [Treasure] Strata Desert Ruins [Future] [→P352]/ [Enemy] Kwakwa

No.046
Break Destiny
CC 10-15
Attack 101
Rank 17
Special Effect Act Time [3] Accel Gauge effect duration increases by 18%
Acquisition [Treasure] Rastacanan (→P366) / [Enemy] Bernardo Carpio

Double-Edged

Characters who can equip: Hubert

No.047
Lefty & Righty
CC 4-7
Attack 15
Rank 1
"Special Milk Fruit-
Obtain Hubert (Childhood) Initial Equipment

No.048
Baronia Blade
CC 5-7
Attack 23
Rank 1
特殊効果 ---
Obtain [S] Rant (→P215), Baronia (→P210)

No.049
Rune Blade
CC 8-12
Attack 141
Rank 7
Special effect -
Obtain [S] Yuriberte (→P261) / [Treasure] Zo-on Cage 2

No.050
Platinum Blade
CC 8-13
Attack 168
Rank 11
Special effect -
Obtain [S] Anmarchia Village (→P285)/ [Treasure] Zo-on Cage 2

No.051
Mithril Blade
CC 9-14
Attack 217
Rank 13
Special effects
Obtainable [S] Shuttle (→P307) Telos Astyu (→P308) / [Treasure] Zo'on Cage 2

No.052
Rare Blade
CC 9-15
Attack 262
Rank 15
"Special Effects]
Acquisition [S] Yuriberute (→P261) [Stamp 7] / [Treasure] Zo-on Keiji 2

No.053
Beast Fang
CC 7-14
Attack 159
Rank 8
Special Effect: Wild [3] Increases damage to beasts by 28%
Acquisition [D] Rune Blade + Possessed Crystal (3,990G)

[No.054
Yi I 5 ㄐ ー
CC 7-15 Purch 17061
攻撃 186 Supp 46 Lig 8032
Rank 12 Proficien 20 Attack Accuracy 46
Propert Severe

Special effects 【3】Amorphous to inch ㄓ ㄨ yu x-28% increased inch ru
Acquired [D] Chi+7L-K+ Formless Included Crystal (7340G)

[No.055
Aqualimus]
CC 8-16 買値 28720
Attack 235 術攻 59 Sell V 18847
Rank 14 Proficien 20 Accurac 59
Propert Mysterious

"Special Effect-【4】t Water Tower (仁ヌるタ x -32% ㄓ increases inch
Obtainable [D] ㄐ ㄨ L> L-K+ Water Meditation Crystal (13510G)

No.056
Voltecker
CC 8-17 Purch 53795
Attack 280 Magic 70 Sell V 16138
Rank 16 Proficien 20 Accurac 70
Propert Exciting

Special Effect Eagit - [4] Attack Power Magic Attack Power +20 Sunstone
Acquired [D] ㄗL-K+ Windblown Small Crystal (24860G) [Enemy] Niju-hachi-ku (A)

No.057
Rosary Pain
CC 7-18 Value 765
Attack 302 "Magic Attack 76 Sell V 688
Rank 17 Proficien 20 Accurac 76
Nature Punctual

Special Effect: Tension [5] When a critical hit occurs, HP is recovered by 70
Acquisition [[Enemy] Bobo

No.058
Bahamut Tear
CC 7-19 Zanyu (Zan You) 765
Attack 437 Post-sa 535
Rank 18 Magic Proficien 20 Accurac 109
Propert Wild

Special Effect メ ノ ㄗ ㄐ ㄐ Electric ㄐ 36% Increased Sunstone
Acquired [Enemy] Great Crimson Lotus Dragon

No.059
Yǐngzhi You Xiyou
CC 10-21 Position 51180
Attack 459 Magic Attack 115 Sale P 32755
Rank 19 Proficien 20 Accurac 115
Propert Wonderful

Special Effect: Tension [5] When a critical hit occurs, HP is recovered by 70
Acquisition [01er-276-K+Bo777万3990G) ,

No. 060
Autumn Fatigue One Fish
CC 11–15 買値 19480
Attack 186 Guard 7840
Rank 20 Magic Attack 46 Accurac 46
熟練 20 Nature Chilly

Special Effect: ㄓ- 【3】Water Tower ㄎ anru x -28% ㄓ increase Sun
Acquisition: [[D]754+L-K+(7340G ㄓカリモーノ

No.061
Can ㄐ re Sword
CC 9-11 English 765
Attack 159 Magic Attack 60 Sell V 114
Rank 9 Hotline 10 Accurac 75
Propert Oppressively hot

Special Effect 【3】Defense + ㄓ 上寸る
Acquisition [D] ㄐ ㄨ Dao yi er zi (→P261)

No.062
Brave Vesperia
CC 10-15 Conti 70500
Attack 116 Magic Attack 252 Sell V 4819
Rank 16 Proficien 13 Accurac 86
Punctual

Special Effect Aquares 【3】 In Axel Mode activation, Eres Gauge increases
Acquisition [Treasure] Wanxi Desert Ruins [Future] (→P362) [Enemy] Ze'er Kou'ou

[No.063
Death Abyss
CC 11–16 True 75500
Attack 422 Magic Attack 61 Priority 3213
Rank 17 Proficien 16 Accurac 1
Propert Overbearing

Special Effect Ox-Knife [3] When transitioning to standby after attack
Acquisition [Treasure] Xi, Li Na (→P362) [Enemy] Thousand Workers Er Yu

Shortsword

Equippable One: Sheria

No.064
Ou Kou Yi E Men
CC 5-7 ㄨ Manu 530
Attack 16 Technique 16 Sell V 132
Rank 3 Heal ㄨ anru 5 Accurac 16
Attribute Sharp

Special effects
Acquisition [S] Eight-Mouth Two-Blade (→P210), Divination (→P215) / [Treasure]

No.065
Steel Knife
CC 6-9 And After 1800
Attack 24 Magic Attack 24 Sell Value 450
Rank 5 Proficien 6 Accuracy 24
Natu sutai

Special Effect One
Newly obtained [S] ノ ル Work (→P232) ㄐ ㄨ [Treasure] One Talent Ku51

No.066
ル ü Row
CC 6-10 Purchase Price 3310
Attack 35 Martial 35 Sell V 1034
Rank 7 Hotline 6 Accurac 35
Proper Elegant

Special effects
Acquisition [S] 1 ・ く 元(→P261)/[Treasure] One Talent One Ku1

No.067
Battle Knife
CC 7-11 Entity 4700
Attack 39 ・Magic Attack 39 Sellin 1351
Rank 9 Hotline 7 Accurac 39
Properties Bold

Special Effect --
Acquisition [S] 57 (→P277), アラ Son's Village (→P285) [Treasure] One Talent Ku Contained [S] ㄍ Gong Bu (→P281) [Treasure] One Talent Ku People

No.068
Platinum Knife
CC 8-11 買値 6090
Attack 41 Magic Attack 41 Sellin 1674
Rank 11 Resist 8 Accurac 41
Properties Refined

Special Effect One
Obtain [S] Gong Bu (→P281) [Treasure] One Talent Ku People

No. 069
Mithril Knife
CC 9-12 Aesth 11210
Attack 54 Magic Attack 54 Uruha 2942
Rank 13 Proficien 9 Accurac 54
Natu Prickly

Special effects
Acquisition: [S] + Botogen (→P307), Mouth アヌ at 1 (→ P308) [Treasure] One Talent [S] Ku5

No.070
Rare Knife
CC 10-13 Buy Price 20630
Attack 66 Magic Attack 66 Urane 5673
Rank 15 Hotline 10 Accurac 66
Propert Ominous

[Special Effect
Obtain [S] Divination (→P215)[Evening/8] [Treasure] One Talent Kujiang

No.071
Fruit Knife
CC 6-8 Purch 5100
Attack 29 Magic Attack 29 Sell V 1243
Rank 6 Hot a 16 Accurac 29
Propert Antique style

Special Effect: Divination ㄎ 【2】 ㄗ Plant damage vs. ㄗ x -24% increased by ㄐ ㄎ
Acquisition [D] Hand one child +17 + Life: Prosperous Stone Crystal (1800G)

[No.072
Child One ヌ Strength One
CC 5-12 Purch 10095
Attack 40 Technique 40 Sell V 4344
Rank 8 Fiery 18 Accurac 40
Nature Refreshing

Special Effect One [2] Wuren City Shixi X -24% ㄓ increased inch ㄓ
Obtain [D] ル-++17+Wind-Ravaged Heart Crystal (3310G)

No.073
Killer Shot
CC 6-13
Selling 4116
Attack 43 | Magic Attack 43 | Accuracy 43
Rank 10 | Hotline 20 | Property Chilly
Special Effect Vamiside [2] Increases damage to insects by 24%
Obtain [D] Battle Knife + Writable Crystal (4700G)

No.074
Survival Dagger
CC 6-14
Selling 9020
Attack 45 | Magic Attack 45 | Accuracy 45
Rank 12 | Property Wild
Special effect: Damage to Wild [3] increased by 28%
Acquisition: [D] Platinum Knife + Solidifying Crystal (6090G)

No.075
Impulser
CC 7-15
Guangyu 25590
売値 11643
Attack 59 | Magic Attack 59 | Accuracy 59
Rank 14 | Proficiency 20 | Property Solemn
Special Effect Refeed [3] CC increases by 2 when defeating an enemy
Acquisition [D] Mithril Knife + Earth-Shaking Crystal (11210G)

No.076
Prism Rain
CC 7-16
Attack 70 | Magic Attack 70 | Accuracy 70
Rank 16 | Proficiency 20 | Property Overbearing
Special effect: Breath [4] Healing spell effectiveness increased by 22%
Obtain [D] Rare Knife + Light-Filtering Crystal (20630G) [Enemy] Dark Turtleman

No.077
Chris Dagger
CC 8-17
買値 765
Sell Value 286
Attack 76 | Magic Attack 76 | Accuracy 76
Rank 17 | Hotline 20 | *Nature Exciting
Special Effect Necromance [4] Damage to spiritual entities increased by 32%
Acquisition [Enemy] Tetarton

No.078
Seven Blades
CC 8-18
Purchase Value 765
Sell Value 535
Attack 104 | Magic Attack 104 | Accuracy 104
Rank 18 | 熟練 20 | Property Gentlemanly
Special Effect: Slayer [5] — Damage against dragons increased by 36%
Acquisition: [Enemy] Great Azure Sea Dragon, Great Radiant Star Dragon

No.079
Solbright
CC 9-20
Yellow 44260
Sell Value 33342
Attack 115 | Supplementary Attack 115 | Accuracy 53
Rank 19 | Hotline 20 | Property Gorgeous
Special Effect Angel [5] Damage to the Rampant Star is increased by 36%
Acquisition [D] Thrown Knife + Tesser Sphere (530G)

No.080
C Rōrō
CC 10-12
Yellow 14200
Sell Value 5709
Attack 33 | 魔攻 33 | Accuracy 53
Rank 20 | Hotline 20 | Property Severe
Special Effect Vital [3] Max HP increases by 280
Acquisition [D] Battle Knife + Sumibi-Yaki (4700G)

No.081
Konya Saemonji
CC 7-8
買値 765
Sell Value 114
Attack 21 | Magic Attack 21 | Accuracy 70
Rank 5 | Heat Resistance 10 | Property Stubborn
Special Effect Vital [1] Max HP increases by 100
Acquisition [illegible]ant (→P215)

No.082
Eternal Scar
CC 9-14
買値 76500
売値 2249
Attack 136 | Artillery Attack 28 | Accuracy 66
Rank 16 | Proficiency 13 | Nature Thorny
Special Effect: Aqueres [3] — In Axle Mode activation, the Eres Gauge increases
Acquisition: [Treasure] Fendel Glacier Ruins [Future] (P349) / [Enemy] Auxlia

No.083
Innocent Shine
CC 10-15
Purchase Value 78500
Selling 2764
Attack 41 | Stone Skill Attack 41
Rank 17 | Proficiency 16 | Nature Beautiful
Special Effect: Actime [3] — Increases the duration of the Accel Gauge effect by 18%
Acquire [Treasure] Rastakanan (→P367) / [Enemy] Gira Dagger

No.084
Steel Edge
CC 5-8
買値 2060
売値 515
Attack 72 | Magic Attack 48 | Accuracy 24
Rank 5 | Proficiency 6 | Property Hard
Special effects
Acquisition: [S] Grellside (→P232) Kamenin Shop / [Treasure] Zo-On Cage 7

No.085
Rune Edge
CC 6-10
Aesthetic Value 3720
Mail 1184
Attack 96 | Signal Arrest Attack 64 | Accuracy 32
Rank 7 | Proficiency 6 | Property Elegant
Special effect -
Obtain [S] Or-Reiyu (→P253) / [Treasure] Zo-on Cage 7

No.086
Battle Edge
CC 7-11
Purchase Value 5280
Sell Value 1546
Attack 116 | Magic Attack 77 | Accuracy 39
Rank 9 | Proficiency 7 | Property Bold
Special If —
Obtain [S] Peranick (-P277), Anmarchia Village (→P285) / [Treasure] Zo-on Cage A

No.087
Platinum Edge
CC 8-11
Anomaly 6970
Selling 1915
Attack 123 | Inserted Attack 32 | Accuracy 41
Rank 11 | Hot and spicy 8 | Property Refined
*Special Effect
Acquire [S] Zavet (→P281) / [Treasure] Zo-on Cage 7

No.088
Mithril Edge
CC 9-12
買値 12820
売値 3365
Attack 163 | Supplementary Attack 109 | Accuracy 54
Rank 13 | Mature 9 | Nature Prickly
Special effect.
Obtain [S] Shuttle (→P307), Telos Asty (→P308) / [Treasure] Zoon Cage 7

No.089
Rare Edge
CC 10-13
買値 23590
Mail 6487
Attack 197 | Supplementary Attack 66
Rank 15 | Hot and spicy 10 | Trait Ominous
Special effects
Acquire 【S】 Zavēt (→P281) [Stamp 7] / 【Treasure】 Zōonkeijia

No.090
Ayn Boomerang
CC 6-10
Advertising 9307
Guarantee 3063
Attack 106 | Supplementary Attack 73 | Accuracy 36
Rank 8 | Proficiency 18 | Nature Austere
Special Effect: Ranger [2] Damage to birds increased by 24%
Obtain [D] Rune Edge + Flapping Crystal (3790G)

No.091 **Wild Hunter** CC 6-13 買値 12318

Attack 129 Magic Attack 88 Light Value 7005

Rank 10 Proficiency 20 In life 43

Property Wild

Special effect: Damage against Wild [2] is increased by 24%.

Acquisition: [D] Battle Edge + Enchanted with Fang Crystal (5380G)

No.092 **Scrapper** CC 6-14 買値 16518

Attack 136 Magic Attack 91 Selling Value 7515

Rank 12 Proficiency 20 Accuracy 45

Nature Solemn

Special Effect Junk [3] Damage to machines increased by 28%

■ Acquisition [D] Platinum Edge + Forged Crystal (6970G)

No.093 **Illusionist** CC 7-15 Treasure Value 27140

Attack 176 Magic Attack 118 売値 16623

Rank 14 One pr... 30 Accuracy 59

Property Mysterious

Special effect: Slow [3] — attacks gain the Slowing trait

Obtain [D] Mithril Edge + Possessed Crystal (12820G)

No.094 **Supernova 3rd** CC 7-16 Hiroyuu 48539

Attack 210 Magic Attack 140 Sale P... 6089

Rank 16 Proficiency 20 En route 70

Property Oppressively hot

Special Effect Burning [4] Attacks gain a burn trait

■ Obtain [D] Rare Edge + Blazing Crystal (23590G) [Enemy] Gentle Eel

No.095 **Undertaker** CC 8-17 買値 765

Attack 227 Magic Attack 151 売値 502

Rank 17 Proficiency 20 Accuracy 76

Property Gentlemanly

Special Effect: Necromancy [4] Damage to spirits increased by 32%

Obtained from [Enemy] Pempton

No.096 **Dragon Tooth** CC 8-18 買値 765

Attack 244 "Magic Attack 162 Sell Value 459

Rank 18 Proficiency 20 Accuracy 81

Properties Overbearing

Special Effect Slayer [5] Damage to dragons increased by 36%

Acquisition [Enemy] Great Emerald Green Dragon

No.097 **Supreme Demon Blade** CC 9-20 買値 47320

Attack 344 Magic Attack 230 売値 25237

Rank 19 Proficiency 20 Accuracy 115

Property Dandy

Special Effect Paralyze [5] Adds paralysis attribute to attacks

Obtain [D] Steel Edge + Pendessphere (2060G)

No.098 **Piyopiyo Meran** CC 10-12 Fine Wind 18740

Attack 136 術攻 91 Sell Value 14757

Rank 20 Skilled 20 Accuracy 45

Property Chart-period (dated)

Special Effect Ranger 【3】 Damage to birds increased by 285%

Acquire 【D】Platinum Edge + Rotendeular Rail (6970G)

No.099 **Fuma Shuriken** CC 7-8 Keixin 765

Attack 86 Magic Attack 57 Mirror Sc... 283

Rank 7 Proficiency 10 Accuracy 80

Property Chilly

Special Effect Speed [1] Increases movement speed by 10% during battle

Acquisition [Quest] Zavet (→P281)

No.100 **Tempest Bringer** CC 9-14 買値 76500

Attack 171 Magic Attack 207 Previous Value 3213

Rank 16 Proficiency 13 Accuracy 76

Nature: Dangerous

Special Effect: Requear [3] — Upon transitioning to standby after an attack, there

Acquisition: [Treasure] Fendel Glacier Ruins [Future] (→P349) / [Enemy] Hoplites

No.101 **Sword Legendia** CC 10-15 買値 76500

Attack 202 Magic Attack Forty-one Sell V... 2677

Rank 17 Reito Sixteen Accuracy 244

Attribute: Refreshing

Special effect: Acc-Charge 【3】 Natural increase of the Accel Gauge is increased by 16%

Obtain [Treasure] Rastakanan (→P366) / Enemy] Kinamettsin

Gun Staff

Equipable character: Pa...

No.102 **Steel Staff** CC 6-9 English V... 2430

Attack 48 Magic Attack 72 Sell Value 607

Rank 5 Hotline 6 Accuracy 24

Property Hard

Special effects

Acquisition: [S] Grellside (→P232) Kamenin Shop / [Treasure] Zo'on Cage 8

No.103 **Rune Staff** CC 6-10 買値 4470

Attack 64 Magic Attack 96 Selling ch... 1396

Rank 7 Reito 6 Accuracy 32

Property Elegant

Special effects

■Obtained from [S] Sable Izole (→P256) / [Treasure] Zo-on Cage 8

No.104 **Battle Staff** CC 7-11 Manufacturing Value 6345

Attack 77 Martial Art Attack 116 Sell Value 1824

Rank 9 Hot a... 7 Accuracy 39

Property Bold

Special Effect One

Acquisition [S] Ehrranic (→P277), Zavet (→P281) / [Treasure] Zo'on Cage 8

No.105 **Platinum Staff** CC 8-11 Value 8220

Attack Eighty-four Art Attack 126 Sell Value 2260

Rank Eleven Hot a... 8 Accuracy 42

Property Refined

"Special Effect

Acquire [S] Ammalchia Village (→P285) / [Treasure] Zo-on Cage 8

No.106 **Mithril Staff** CC 9-12 Congratulatory Value 15120

Attack 109 Magic Attack 163 Recharge 3969

Rank 13 Hotline 9 Accuracy 54

Nature Prickly

Special Effect One

Obtain [S] Shuttle (→P307), Telos Astyu (→P308) / [Treasure] Zo'on Cage 8

No.107 **Rare Staff** CC 10-13 買値 27820

Attack 131 Magic Attack 197 Sell Value 7650

Rank 15 熟練 10 Accuracy 66

Trait: Ominous

"Special Milk Fruit

Acquire [S] Grellside (→P232) [Stamp 7] / [Treasure] Soon Cage 8

No.108 **Frenzy Rod** CC 6-10 Purchase Value 14063

Attack 73 Stone M... 106 Sell Value 2285

Rank 8 Spicy 18 Accuracy 36

Property Oppressively hot

"Special Effect: Burning 【2】 — Attacks gain burn attribute"

Obtain [D] Rune Staff + Dark Clinging Crystal (4470G)

No.109
Earth Gale
CC 6-13
Attack "86
Rank 10"
Special Effect Stone [2] Grants petrification property to attacks
Obtain [D] Battle Staff + Solidifying Crystal (6345G)

No.110
Splash Fall
CC 6-14
Attack 93
Rank 12
Special Effect Freeze [3] Grants freezing property to attacks
Obtain [D] Platinum Staff + Moisturizing Crystal (8220G)

No.111
Gigant Hammer
CC 7-15
Attack 118
Rank 14
Special Effect Slow [3] Grants the attack a slow trait
Acquire [D] Mithril Staff + Formless Crystal (15120G)

No.112
Dream Flange
CC 7-16
Attack 140
Rank 16
Special Effect Angel [4] Increases damage against the Violent Star by 32%
Acquisition: [D] Rare Staff + High-Ranking Crystal (27820G) [Enemy] Fourier

No.113
Ouroboros
CC 8-17
Attack 151
Rank 17
Special Effect Necromancy [4] Damage to spirits increased by 32%
Obtained from [Enemy] Hekton

No.114
Genius Scientist's Staff
Attack 218
Rank 18
Special Effect Vamiside [5] Damage to insects increased by 36%
Acquired from [Enemy] Gentleman

No.115
World's End
CC 9-20
Attack 230
Rank 19
Special Effect: Junk [5] Increases damage to machines by 36%
Acquire [D] Steel Staff + Exis Sphere (2430G)

No.116
Looper Wooper
CC 10-12
Attack 93
Rank 20
Special Effect: Holy [3] Restores 25 HP at regular intervals
Acquisition [D] Platinum Staff + Boom Sainen (8220G)

No.117
Shakujō of the Age of the Gods
Attack 57
Rank 7
Special Effect: Evade [1] Increases evasion by 10
Obtain [D] Unmalchia Village (→P285)

No.118
Fandom Light
CC 9-14
Attack 76
Rank 16
Special Effect: Accel (Akhīru) [3] — Gauge increases when HP is recovered
Acquisition: [Treasure] Strata Desert Ruins [Future] (→P353) / [Enemy] Hoplites

No.119
The World
CC 10-15
Attack 162
Rank 17
Special Effect: Arc Charge [3] — Natural increase of the Accel Gauge is increased by 16%
Obtain [Treasure] Rastakanan (→P369) / [Enemy] Daidarabotchi

rapier

Equipable Character: Richard

No.120
Short Rapier
CC 3-6
Attack 34
Rank 1
Special Effect One
Obtain Richard (Childhood) Starting Equipment

No.121
Royal Rapier
CC 5-7
Attack 57
Rank 3
Special effects
Acquisition: Richard's Starting Equipment

No.122
Steel Saber
CC 6-8
Attack 54
Rank 5
Special effect -
Acquisition [S] Grellside (→P232) Kamenin Shop

No.123
Fame Face
CC 7-18
Attack 114
Rank 6
Special Effect Killer [3] Damage to humans increased by 28%
Acquisition [D] Steel Saber + Crystal from Dark Deviation (2340G)

No.124
Kaiser Rapier
CC 9-14
Attack 175
Rank 15
Special Effect: Liquor (Recur) [2] — When transitioning to standby after an attack, the
Acquisition: Richard (Lineage to the Future chapter) Starting Equipment

No.125
Symphonia Tact
CC 10-15
Attack 126
Rank 15
Special Effect Accheal [3] When HP is recovered, the Accel Gauge increases
Obtain [Treasure] Fendel Iceberg Ruins [Future] (→P349)

No.126
Reverse Crusader
CC 11-16
Attack 215
Rank 17
Special Effect: Aquares [3] — Activating Axel Mode increases the Eres Gauge.
Obtain [Treasure] Rasta Cannon (→P366) / [Enemy] Ecke

Armor Data

Armor that increases a character's defensive capability when equipped.
Make good use of equipment that can be shared.

Plate

Equippable characters: Male

No.001 Casual parka
Defense 18 | Magic Defense 0 | Rank 1 | Proficient 5 | Evasion 6 | Nature: Cool
Contribution Value | Sell Value 48
"Special Effect
Obtain Asbel (Childhood) Starting Equipment

No.002 Casual jacket
Ball[illegible] protection 15 | 0 | Rank 1 | Heat grade 5 | Evasion 5 | Properti[illegible] Refreshing
Buy Value — | Sell Value 50
Special effect.
Obtain Hubert (Childhood) Initial Equipment

No.003 Haute couture
Defense 25 | Chicken Defense | Rank 1 | Proficie[illegible] 5 | Evasion 8 | Properties Antique style
Purchase Price | [illegible] 82
"Special Effect
Obtain Richard (Childhood) Starting Equipment

No.004 Leather Plate
Defense 42 | Magic Defense 28 | Rank 2 | Proficien[illegible] 5 | Camping | Output Rough
Buy v[illegible] 560 | Sell Va[illegible] 112 | 14
Special Effect One
Obtain 【S】Baronia (→P210) 【Treasure】 Zoo-on Cage 10

No.005 Iron Plate
Defense 55 | Magic Defense 37 | Rank 3 | Proficien 5 | Evasion 18 | Nature Smooth
Saiyū 1050 | Sellin[illegible] 325
Special effects
Obtain【S】Rant (→P215) / 【Treasure】 Zoo-on Cage 10

No.006 Steel Plate
Defense 72 | Magic Defense 48 | "Frank" 5 | Heat grade 6 | Evasion 24 | Properti Hard
Truth va[illegible] 1960 | Sell Va[illegible] 490
Special effect -
Obtain [S] Grellside (→P232) Kamenin Shop / 【Treasure】 Zoo-on Cage 10

No.007 Rune Plate
Defense 106 | Magic Defense 71 | Rank 7 | Proficien 6 | Properti Elegant
Treas[illegible] 3670 | Sale P[illegible] 1146 | Return[illegible] 35
Special effects
Obtain 【S】Yuriberte (→P261) / 【Treasure】 Zoo-on Cage 10

No.008 Battle Plate
Defens 116 | Magic Defense 77 | Rank 9 | Hotline 7 | Evasion 39 | Properti Bold
Purchase Price 5265 | Mail 1513
Special effect -
Obtain[S] Beranic (→P277), Baronia (→P210) [Stamp 5] / [Treasure] Zoo-on Cage 10

No.009 Platinum Plate
Defens 123 | Chicken Defense 82 | Rank 11 | Skilled 8 | Properties Refined
Treasure Value 6860 | 売値 1886 | 回避 41
[Special Effect
Obtain [S] Zavēto (→P281) / [Treasure] Zōonkēji 10

No.010 Mithril Plate
Defense 163 | Magic Defense 109 | Rank 13 | Familiar 9 | Avoid[illegible] 54 | Natur[illegible]rickly
Business Information | Sell Value 3367
Special effects
Obtain [S] Shuttle (→P307) Telos Astyu (→P308)/【Treasure】Zoon Cage 10

No.011 Rare Plate
Defense 197 | Magic Defense 131 | Rank 15 | Proficien 10 | Evasion 66 | Properti Ominous
Wind 23990 | Sellin[illegible] 6587
Special effects
Obtain [S] Paronia (→P210) [Stamp 7] / [Treasure] Zo-On Cage 10

No.012 Knights' Armor
Defense 55 | Magic Defense 37 | Rank 4 | Hotline 15 | 回避 18 | Quality Stubborn
Baoshin — | Mail 466
Special Effect Disrupt [2] Damage received from reptiles is reduced by 14%
Acquisition [D] Leather Plate + Attached Crystal (560G)

No.013 Ocean Blue
Defens 69 | Magic 46 | Rank 6 | Proficien 18 | 回避 23 | Nature: Gentle-tempered
買値 — | 売値 959
Special Effect Distique [2] Damage received from aquatic creatures reduced by 14
Acquire [D] Iron Plate + Water-Lurking Crystal (1050G)

No.014 Brave Force
Defense 86 | Magic Defense 57 | "Frank" 8 | Hot Rod 18 | Evasion 29 | 性質 Oppressively hot
買値 — | Sellin[illegible] 973
Special Effect Dispel Spirit [3] Damage received from spirits is reduced by 18%
Acquisition [D] Steel Plate + Possessed Crystal (1960G)

No.015 Deep Crimson
Defens 119 | Magic 80 | Rank 10 | Proficien 20 | Evasion 40 | Nature: Chilly
買値 9927 | Sellin[illegible] 3265
Special Effect: Disuman [3] Damage taken from humans is reduced by 18%
Acquisition: [D] Rune Plate + Blood-Sucking Crystal (3670G)

No.016 Megingjörð
Defense 129 | Magic Defense 86 | "Frank" 12 | Hotline 20 | Properti Severe
買値 — | Bright[illegible] 8268 | Return[illegible] 43
Special Effect Attack [3] Attack power increases by 24
Acquire [D] Battle Plate + Great Crystal (5265G)

No.017 Fortress
Defense 136 | Magic Defense 91 | Rank 14 | Hotline 20 | 回避 45 | Attribute: Heavy
English Body | Bright[illegible] 10040
Special Effect: Disumatter [3] Damage taken from inorganic objects is reduced by
Obtain [D] Platinum Plate + Taciturn Crystal (6860G)

No.018
Reflex
Defense 176 | 補助 118
Rank 16 | Therm 20
Contribution Value
Bright s 20074
回避 59
Nature: Mysterious
Special Effect: Disdevil [4] Damage received from fiends is reduced by 22%
Acquisition: [D] Mithril Plate + High-Status Crystal (12,830G)

No.019
Last Crusader
Defense 210 | Magic 140
Rank 17 | Proficien 20
Anon
Sell P 27039
Evasi 70
Propert Gentlemanly
Special Effect Dischaos [4] Damage received from the Violent Star is reduced by 22%
Acquisition [D] Rare Plate+ Violent Void Crystal (23990G)

No.020
Jade Imperial Robe
Asbel Exc
Defense 177 | Defense 207
Rank 18 | Heat Thro 20
Purchase Price
Lock Brea 4819
Evasion 70
Propert
Chart-period (dated)
Special Effect: Braver [3] Increases attack and magic attack by 16
Acquisition: [Treasure] Rant (→P216)

No.021
Azure Sea Imperial Garment
Exclu
Hubert
Defense 217 | Magic 171
Rank 18 | Proficien 20
Purchase Price
Selling 3213
Retur 66
Propert Overbearing
Special Effect Sorcerer [3] Magic Attack and Defense increase by 16
Acquisition [Treasure] Oswell Treasury (→P327)

No.022
Abyssal Black Robe
Malik Ex
Defense 227 | Defense 151
Rank 18 | Proficien 20
Purchase Price
Sell V 3748
Evasion 76
Nature Wild
Special Effect Paladin [3] Magic defense and evasion increase by 16
Acquisition Travel 47

No.023
Mam Vain
Defense 344 | Magic 230
Rank 19 | Proficien 20
United Kingdom
Sellin 10165
Phas 115
Propert Heartful
Special Effect Reforce [4] Increases CC recovery rate by 32%
Acquisition: [D] Leather Plate + Ground Dark (560G)

No.024
Jet-black jumpsuit
Defense 210 | Magic 140
Rank 20 | Proficien 20
Treasure Value
売値 573
Evasion 70
Propert Ordinary
Special Effect Speed [4] Movement speed in battle increases by 25%
Acquisition Clear Riot Peak Normal Class Floor 30

No.025
Ephinea Heart
Defense 175 | Magic 175
Rank 18 | Hotline 2
Yellow 170000
Sellin 19125
Evasion 175
Propert gotsui
Special Effect Disdevil [4] Reduces damage taken from fiends by 22%
Acquisition: [S] Umalchia Village [Future] (→P285)

Robe

Equippable characters: Female

No.026
Mystic Cloak
Defense 8 | Magic 12
Rank 1 | Well-frozn 5
Hero 140
Selling 28
Phase 4
Propert Rough
Special effects
Acquisition [S] Shuttle (→P307), Telos Astyu (→P308)

No.027
Claw
Defense 32 | Magic 49
Rank 2 | Hot and spicy 5
買値 490
Sellin 153
Evasion 16
Attribute: Refreshing
Special effects
Acquisition [S] Baronia (P210) Seiburu Isore (→P256) [Stamp 10]/ [Treasure] Zoo On Cage 4

No.028
Silk Cloak
Defense 37 | Magic 55
Rank 3 | Hotline 5
買値 920
Sell V 287
Return Station
Propert Smooth
Special Effect 1
Acquisition [S] Lugar (→P215)/ [Treasure] Zoo On Cage 4

No.029
White Cloak
Defense 48 | Magic 72
Rank 5 | Proficient 6
買値 1720
Sell V 516
Evasion 24
Attribute: Cool
Special effects
Acquisition 【S】 Grellside (P232) Kanenin Shop/ [Treasure] Zoo On Cage 4

No.030
Rune Cloak
Defense 64 | Magic 96
Rank 7 | Proficien 6
After
Sell P 1006
Evasion 32
Propert Elegant
Special effects
Obtain [S] Seiburu Izore (→P256)/ [Treasure] Zo-On Cage 4

No.031
Black Cloak
Defense 77 | Magic 116
Rank 9 | Hotline 7
After
Sellin 577
Evasion 39
Propert Stubborn
【Special Effect 1
Obtain [S] Peranic (→P277), Yu Liberte (→P261) [Stamp 3]/[Treasure] Zoo On Cage 4

No.032
Warlock Cloak
Defense Eighty-four | Magic 126
Rank Eleven | Hotline 8
買値 6020
Sell V 1128
Return Home
Propert Antique style
Special effect——
Acquisition [S] Ammaruchia Village (→P285) [Treasure] Zo-On Cage 4

No.033
Mithril Cloak
Defense 109 | Magic 163
Rank 13 | Proficie 9
買値 11260
Sellin 2955
Evasion 54
Nature Prickly
Special effects
Acquisition: [S] Shuttle (→P307),Teros Astyu (→P308) / [Treasure] Zo'on Cage 4

No.034
Rare Cloak
Defense 131 | Magic 197
Rank 15 | Hotline 10
買値 21060
Sell V 5791
Evasion 66
Propert Ominous
"Special Effect--
Obtain [S] Seible Izole (→P256) [Stamp 7] / [Treasure] Zo'on Cage 4

No.035
Midi Blouse
Defense 17 | Magic 25
Rank 4 | D 15
買値
Sell Value 1211
回避 8
Attribut beautiful
Special Effect: Disnoun [2] Damage taken from amorphous forms is reduced by 14%
Obtain [D] Misty Cloak + Formless Crystal (140G)

No.036
Unstable
Defense 46 | Magic 69
Rank 6 | Hot and spicy 18
Value
Recharg 1362
Evasion 23
Propert Bold
Special Effect Disinsect [2] Damage received from insects reduced by 14%
Obtain [D] Silk Cloak + Keru Crystal (920G)

No.037
Cocktail Dress
Defense 57 | Magic Defense 86
Rank 8 | Reje 18 | Evasion 29 | Properties Severe

Special Effect: Displan [3] Damage received from plants is reduced by 18%
Acquisition: [D] White Cloak + Overgrown Crystal (1720G)

No.038
Foul Feather
Defense 73 | Chicken Defense 109
Rank 10 | Hot a 20 | Properties Gentle-tempered

Special Effect Death Machine [3] Damage taken from machines is reduced by 18%
Acquisition [D] Runecroak (Runec cloak?) + Crafted Crystal (3220G)

No.039
Elder Robe
Defense 86 | Magic Defense 129
Rank 12 | Reito 20 | Evasion 43 | Properties Solemn

Special Effect: Resist [3] Magic defense increases by 24
Obtain [D] Black Cloak + Eminent Crystal (4620G)

No.040
Wildcat
Prevent 93 | Magic 139
Rank 14 | Skilled 20 | Evasion 46 | Nature Wild

Special Effect Disvist [3] Damage received from beasts reduced by 18%
Acquisition [D] Warlock Cloak + Fanged Rending Crystal (6020G)

No.041
Apron Dress
Bulletpr 118 | Magic Defense 176
Rank 16 | Hotline 20 | Evasion 59 | Properties Overbearing

Special Effect: Dislagon [4] Damage received from dragons is reduced by 22%
Acquisition: [D] Mithril Cloak + Mighty Crystal (11260G)

No.042
Heavenly Garb
Defense 140 | Magic Defense 210
Rank 17 | "Heat 20 | Properties Mysterious

Special Effect Disbard [4] Damage received from birds reduced by 22%
Acquisition [D] Rare Cloak + Fluttering Crystal (21060G)

No.043
Silver Divine Robe
Exclusive
Defense 158 | Supplemental Defense 220
Rank 18 | Reito 20 | Evasion 76 | Properties Groundbreaking

Special Effect: Defense [5] Physical defense increases by 38
Acquisition: [Treasure] Shuttle Crash Site (→P326)

No.044
Amber Robe
Exclusive
Defense 151 | Magic Defense 233
Rank 18 | Proficiency 20 | Evasion 70 | Nature Gentlemanly

Special Effect: Press [5] Healing magic effect increased by 26%
Acquisition: Travel 21

No.045
Zhu Lian's Cloth of Saints
Exclusive
Defense 151 | Magic 227
Rank 18 | Proficien 20 | Evasion 76 | Properties Exciting

Special Effect Mind [5] Magic attack power increases by 38
Acquisition Travel 54

No.046
Kannagi Attire
Defense 230 | Magic 344
Rank 19 | Proficien 20

Special Effect: Holy [4] Restores 30 HP at regular intervals
Acquisition [D] Cloak + Pure Bright (490G)

No.047
Pitch-Black Suit
Defense 140 | Magic 210
Rank 20 | T 20 | Properties Ordinary

Special Effect Warrior [4] Attack and defense increase by 25
Acquisition Clear Riot Peak Masters Class Floor 30

No.048
Fodora Memory
Anti-bre 165 | Magic 165
Rank 18 | "Hot Li 2 | Evasion 165 | Properties Smooth

Special Effect: Dismantle [4] Damage received from humans reduced by 22%
Obtain [S] Ammaltiya Village [Future] (→P285)/ [Treasure] Otherworldly Paradise

Clothing

Equippable characters: All

No.049
Ironware
"Defen 40 | Magic 40
Rank 3 | Proficien 5 | Evasion 30 | Properties Smooth

Special effect -
Acquisition: [S] Rant (→P215)/ [Treasure] Oren Forest (→P206) Zoone Cage 6

No.050
Steelware
Defense 53 | High defense 53
Rank 5 | Proficien 6 | Evasion 38 | Properties Hard

Special effect -
Obtain [S] Grel-side (→P232), Kamenin Shop

No.051
Runewear
Defens 70 | Magic 70
Rank 7 | Proficien 6 | Evasion 52 | Properties Elegant

Special Effect One
Obtain [S] Or-Reiyu (→P253)

No.052
Battleware
Defense 85 | Magic Defense 85
Rank 9 | Proficien 7 | Evasion 62 | Properties Bold

Special effects
Acquisition 【S】 Seible Izore (→P256) [Stamp 2] Beranic (→P277)

No.053
Platinum Ware
Defense 90 | Magic 90
Rank 11 | Hotline 8 | Evasion 66 | Properties Refined

Special effect -
Acquisition [S] Zavet (→P281) Village of Anmalki (→P285) / 【Treasure】 Fendel

No.054
Mithril Wear
Defense 120 | Supplemental Defense 120
Rank 13 | Proficien 9 | Evasion 86 | Nature Prickly

Special effect -
Acquisition [S] Shuttle (→P307) Telos Astyu (→P308) / [Treasure] Snow-Sealed Ruins【S】→P304

No.055
Rareware
Defens 144 | Yu Defense 144
Rank 15 | Hotline 10 | Evasion 104 | Traits Ominous

Special effect -
Reiyu (→P253) [Stamp 7] / 【Treasure】 Lambda Cocoon (→P32

No.056 Duality
Defense 167 Magic Defense 167 Rank 17 Reitz 20 Purch 755 Sell V 267 回避 120 Nature Exciting
Special Effect Hunter [3] Defense and Accuracy increase by 16
Acquisition [S] Gardia Shaft (Middle Layer (P337))

[No.057 Vermilion
Defense 253 Magic Defense 253 Rank 19 熟練 20 Liu Zh --- 命中 16800 Costume 183 Rank Gorgeous
Special Effect Discus [5] The duration of curse effects is reduced by 60%
Acquisition [D] Ironware + Dragon Blood (1200G)

No.058 Kamenin's Clothes
Defense 154 Magic Defense 154 Rank 20 Hotline 20 Manufacture --- Sell V 5020 回避 112 Nature Mysterious
Special Effect Exceed [4] Maximum CC increases by 3
Acquisition: [Drop] Dark Kamenin

No.059 neko nin no fuku
Defense 179 Magic 179 Rank 20 Proficien 20 Purchase Price --- Sell V 502 回避 129 Nature Wild
Special Effect Rise [4] Minimum CC increases by 2
Acquisition: Received from the "Cat-Loving Old Man"

Unique Equipment Data

Unique equipment increases different parameters depending on the type.
Consider equipping it in combination with the stats of other gear.

Holder

Equippable Character: Asbel

No.001 Bronze Holder
Fischer 150 Defense 14 Selling 37
Special Effect ---
Obtain [S] Baronia (→P210) / Asbel Starting Equipment

No.002 Bronze Fastener
Purchase Price --- Defense 14 回避 37
Special Effect: Fichein [2] - When near death, CC recovery speed increases by 20%
Acquisition: [Dependence] Baronia (→P210)

No.003 Iron Holder
Purchase Price 280 Defense 16 Sell Value 65
Special Effect: Disvisit [1] - Damage received from stations is reduced by 10%
Acquisition: [S] Lant (→P215) / [Treasure] East Lant Road (→P212)

No.004 Steel Holder
Manufacturing Value 460 Defense 24 回避 115
Special Effect: FDamage [1] - When near death, damage dealt to enemies increases by 15%
Acquisition: [S] Grellside (→P232) [Treasure] Seaside Cave (→P223)

No.005 Steel Fastener
Purchase Price --- Defense 24 Sell Value 115
Special Effect: Damage [2] - When near death, damage dealt to enemies increases by
Acquisition: [Dependence] Or-Reil (→P253)

No.006 Titanium Holder
Preferred buy 310 Defense 32 Sell Value 202
Special Effect: Fisty [1] - When near death, stagger duration is reduced by 20%
Acquisition: [S] Or-Reil (→P253) / [Treasure] Wallbridge (→P237)

No.007 Titanium Holder
買値 --- Defense 32 Preferred Sell 202
Special Effect: Fisty [2] - When near death, stagger duration is reduced by 40%
Acquisition: [Dependence] Yuriberte (→P261)

No.008 Silver Holder
買値 1420 sell 355 Defense 33 355
Special Effect: Dispelit (Dispelit) [2] Damage received from spiritual entities is reduced by 14%
Acquisition: [S] Kamenin Shop / [Treasure] Strata Great Desert West (→P267)

No.009 Gold Holder
Purchase Price 2490 Defense 40 Selling Price 622
Special Effect: Dismatter [2] Damage received from inorganic objects is reduced by 1
Acquisition: [S] Zavéto (→P281) / [Treasure] Fendel Highlands (→P279)

No.010 Platinum Holder
English value 4360 Defense 42 Sell Value 1090
Special Effect: Sorcerer [2] Magic attack and defense increase by 12
Acquisition: [S] Zavéto (→P281) / [Treasure] Sneak Research Institute (→P286)

No.011 Hyper Holder
Numerical Value 7630 防御 55 売値 1907
Special Effect: Penetrate [1] Steel Body increases by 1 when drawing weapon
Acquisition: [S] Telos Astyu (→P308) / [Treasure] Uncharted Snow Path (→P303)

No.012 Rare Holder
買値 13350 Defense 61 Brightness Value 3337
Special Effect Braver [3] Attack power and magic attack power increase by 5
Acquisition: [S] Neko-nin Village (→P453) / [Treasure] Cornell Research Facility (→P312)

No.013 Battle Holder
買値 --- Defense 92 Sell Value 5840
Special Effect Penetrate [1] When drawing weapon, Steel Body increases by 1
Acquisition: Guar Riot Peak Masters Class Floor 5

No.014 Grimholder
Guangzh 100 Defense 115 売値 25
Special Effect Dischaos [5] Damage received from violent attacks is reduced by 26%
Acquisition: [Treasure] Zo-on Cage 5

No.015 Fairy Holder
買値 13350 Bulletpro 64 Shop 3337
Special Effect Sorcerer [4] Magic attack power and defense increase by 20
Acquisition: Clear Zo-on Cage Floor 5

Anklet

Equippable Character: Sophie

No.016 Anklet
Zodiac — Attack 14 / Selling Price 75
Special Effect
Acquisition: Sophie's Starting Equipment

No.017 Pretty Anklet
Attack 16 / Shop Value 132
Special Effect Fipripen [1] Damage taken when near death is reduced by 10%
Acquisition: [S] Lant (→P215) / [Treasure] Plant Backhill Lower (→P219)

No.018 Cute Anklet
Attack 16 / Sell Value 132
Special Effect: Fipripen [2] Damage received when near death is reduced by 20%
Acquisition [Dependency] Grellside (→P232)

No.019 Flower Anklet
Attack 24 / 売値 232
Special Effect: Fikuriti [1] Critical hit rate increases by 25% when near death
Acquisition: [S] Grelside (→P232) / [Treasure] Wallbridge Underground Ruins (→P229)

No.020 Petal Anklet
Attack 24 / Recharge 232
Special Effect: Fikuriti [2] Critical hit rate increases by 50% when near death
Acquisition: [S] Seible Izole (→P256)

No.021 Titanium Anklet
Attack 32 / Maifan 407
Special Effect: Disinsect [2] Damage received from insects reduced by 14%
Acquisition: [S] Seible Izole (→P256) / [Treasure] Strata Rocky Desert (P254)

No.022 Moon Anklet
Attack 38 / Sell Value 712
Special Effect: Fisper [1] Casting speed increases by 10% when near death
Acquisition: [S] Kamenin Shop / [Treasure] Strata Great Desert North (P269)

No.023 Moon Anklet
Attack 38 / Sell Value 712
Special Effect: Fispel [2] Casting speed increases by 20% when near death
Acquisition: [Dependent] Ammalchia Village (→P285)

No.024 Star Anklet
Attack 42 / 売値 1247
Special Effect: Dismachine 【2】 Damage taken from machines reduced by 14%
Acquisition: [S] Ammalchia Village (→P285) / [Treasure] Sneak Research Institute

No.025 Rune Anklet
Attack 55 / For sale 2182
Special Effect: Boost 【1】 Charge time for charge attacks reduced by 10%
Acquisition: [S] Telos Astyu (→P308) / [Treasure] Unexplored Snow Path (→P303)

No.026 Mystian Anklet
Attack 64 / Selling Price 3820
Special Effect: Assassin 【3】 Hit and evasion increase by 16
Acquisition: [S] Nekonin Village (→P453) / [Treasure] Cornell Research Facility (→

No.027 Mithril Anklet
Attack 92 / Light Mirror 6885
Special Effect: Boost [1] — Charge time for actions is reduced by 10%
Acquisition: [Quest] Nekonin Village (P453)

No.028 Grim Anklet
Attack 115 / Sell Value 25
Special Effect: Dischaos [5] — Damage taken from the Violent Star is reduced by 26
Acquisition: [Treasure] Zoon Cage 9

No.029 Ancient Donut
Attack 64 / Selling Price 3820
Special Effect: Paladin [4] — Magic defense and evasion increase by 20
Acquisition: Clear Zoon Cage Floor 9

Glasses

Characters who can equip Hubert

No.030 Simple Frame
Accuracy 35 / Selling Price 430
Special effects
Obtain: Hubert Starting Equipment / [S] Yuriberte (P261)

No.031 Plain Glasses
Accuracy 35 / Advent 430
Special Effect: F-Damage [2] — Damage dealt to enemies when near death is increased by 30%
Acquisition: [Quest] Arena Island (→P271)

No.032 Silver Frame
Accuracy 38 / Selling Price 752
Special Effect: Dispirit [1] — Damage taken from spiritual entities is reduced by 10%
Acquisition: [S] Turtle Shop

No.033 Go Date Glasses
Accuracy 38 / Vending machine 752
Special Effect: Dispelirit [2] Damage received from spirits is reduced by 14%
Acquisition [Request] Beranic (P277)

No.034 Gold Frame
Accuracy 40 / Brightness 1317
Special Effect Dispmatter [2] Damage received from inorganic objects is reduced b
Acquisition [S] Ammalchi Village (→P285)/ [Treasure] Mount Zavēt (→P282)

No.035 Pure gold glasses
Accuracy 40 / Sell value 1317
Special Effect Dispmatter [3] Damage received from inorganic objects is reduced by 18%
Acquisition [Request] Zavēt (→P281)

No.036 Platinum Frame
Accuracy 42 / 売値 2305
Special Effect: Sorcerer [2] Magic Attack and Defense increase by 12
Obtain: [S] Ammaltiya Village (→P285) / [Treasure] Fendel Government Tower (→P2

No.037
Platinum Glasses
Refresh Value ---
Accuracy 42
Desire 2305
Special Effect Sorcerer 【3】 Magic Attack and Magic Defense increase by 12
Acquisition 【Dependency】 Ammaltiya Village (→P285)

No.038
Goggles
Purchase Price 16140
Accuracy 55
Sell Value 4035
Special Effect Trick 【1】 20% chance to shorten the transformation time into dual sw
Acquisition 【S】 Telos Astyu (→P308) / 【Treasure】 Snow-Sealed Ruins (→P305)

No.039
Monocle
Guangzi 28250
Accuracy 64
Desire 7062
Special Effect Paladin 【3】 Magic Defense and Evasion increase by 16
Obtain [S] Nekonin Village (→P453)/ [Treasure] Basis Military Base (→P317)

No.040
Scholar Glasses
English Back ---
Accuracy 92
光値 25
Special Effect Trick 【1】 20% chance to shorten the time to transform into dun swor
Acquisition: [Dependence] Or-Reiyu (→P253)

No.041
Gariben Frame
Commercial Credit ---
Accuracy 64
Sell Value 7062
Special Effect Playbar 【4】 Increases Attack and Magic Attack by 20
Acquisition: Clear Zo-on Cage Floor 2

Ribbon

Equippable by: Shelia

No.042
Ribbon
買値 ---
Supplemental Defense 14
Kuran 62
Special Effect One
Acquisition: Shelia starting equipment

No.043
Pretty Ribbon
買値 440 sale
Magic Defense 16
110
Special Effect Fipripen 【1】 Reduces damage taken when near death by 10%
Acquisition: [S] Lant (→P215)/ [Treasure] North Lant Road (→P217)

No.044
Sweet Ribbon
買値 ---
Supplemental Defense 16
Recharge 110
Special Effect Fipripen 【2】 Reduces damage taken when near death by 20%
Acquisition: [ ] Lant (P215)

No.045
Red Ribbon
Purchase Price 770
Magic Defense 24
Sell Value 192
Special Effect Fisper [1] Casting speed increases by 10% when near death
Acquisition [S] Grellside (→P232) / [Treasure] South Paronia Road (→P228)

No.046
Ribbon of Fresh Blood
Truth Value ---
Magic Defense 24
Sell Value 192
Special Effect Fisbel [2] Casting speed increases by 20% when near death
Acquisition [Request] Seibl Izole (→P256)

No.047
Blue Ribbon
Purchase Price 1350
Magic Defense 35
Selling Price 337
Special Effect Disrupt [2] Damage received from reptiles reduced by 14%
Acquisition [S] Yuriberte (→P261) / [Treasure] Inside Rockgagan (→P258)

No.048
Orange Ribbon
Buy For 2360
Magic Defense 38
Brightness Value 590
Special Effect Disnoun [2] Damage received from amorphous enemies reduced by 14
Acquisition [S] Kamenin Shop / [Treasure] Strata Great Desert West (→P263)

No.049
Green Ribbon
Numerical 4130
Yu Defense 40
Selling Price 1032
Special Effect Disblanc [2] Damage received from plants reduced by 14%
Acquisition [S] Zavet (→P281) / [Treasure] Fendel Border Region (→P276)

No.050
Elemental Ribbon
Purchasable 7230
Magic Defense 42
Brightness Value 1807
Special Effect: Sorcerer [2] Increases magic attack and defense by 12
Acquisition: [S] Zavet (→P281) / [Treasure] Fendel Glacier Ruins (→P294)

No.051
Magical Ribbon
Purchase Price 12650
Magic Defense 55
Sell Value 3162
Special Effect Share [1] When using a healing spell, you also recover 10% of the effect
Acquisition [S] Telos Asty (→P308) / [Treasure] Snow-Sealed Ruins (→P305)

No.052
Ancient Cloth
Preferred Buy 22140
Magic Defense 64
For Sale 5535
Special Effect: Braver [3] Increases attack and magic attack by 16
Obtain [S] Neko-nin Village (P453) / [Treasure] District 66 (→P315)

No.053
Weird Ribbon
買値 ---
Magic Defense 92
Recharge 25
Special Effect: Share [1] When using a healing spell, you also recover 10% of the effect
Acquisition: [Quest] Arena Island (→P271)

No.054
Pitch-black Pompon
Manufacturing Value ---
Magic Defense 64
Guarantee 5535
Special Effect: Hunter [4] Increases defense and accuracy by 20
Acquisition: Clear Zo-on Cage Floor 1

Perfume

Equippable by: Malik

No.055
Natural perfume
Numerical values ---
Magic Attack 14
Clum Value 82
Special effects
Acquisition: Malik initial equipment

No.056
Red Perfume
買値 1020
Magic Attack 24
Desire 255
Special effect Disbeast【1】Damage received from beasts is reduced by 10%
Obtain 【S】 Grelside (→P232)/【Treasure】 Wallbridge Underground Ruins (→P235)

No.057
Whisper of the Red Rose
Hiromori ---
Magic Attack 24
Sell Value 255
Special effect Disbeast【2】Damage received from beasts is reduced by 14%
Acquisition: 【Request】 Yuliberte (→P261)

No.058 Marine Perfume
Hat casting 32
Hat casting 447
Special Effect: Distique [2] Damage received from aquatic creatures is reduced by 14%
Acquisition: [S] Or-Reille (→P253) / [Treasure] Grell Old Road (→P234)

No.059 Orange perfume
Offensive resource 38
Selling Price 782
Special Effect: Disman [2] Damage received from humans is reduced by 14%
Acquisition: [S] Kamenin Shop

No.060 Leaf Perfume
Magic Attack 40
Sell Value 1370
Special Effect: Dispran [2] Damage received from plants is reduced by 14%
Acquisition: [S] Zavett (→P281) / [Treasure] Fendel Mountain Tunnel (→P278)

No.061 Magical Perfume
Supplementary Attack 42
Sell Value 2397
Special Effect: Fisbel [1] Casting speed increases by 10% when near death
Acquisition: [S] Zavett (→P281) / [Treasure] Fendel Glacier Ruins (→P294)

No.062 Invitation of Mystery
Supplementary Attack 42
Guaranteed 2397
Special Effect: Fisperl [2] Increases casting speed by 20% when near death
Acquisition: Ammarutia Village (→P285)

No.063 Séxy Perfume
Extracted Attack 55
Sell Value 4195
Special Effect: Accel [1] Weapon return speed increases by 18%
Acquisition: [S] Telos Astyu (→P308) / [Treasure] Ruins Closed by Snow (→P304)

No.064 Dandy Perfume
Magic Attack 64
Sell Value 7342
Special Effect: Braver [3] Attack and Technique Attack increase by 16
Acquisition: [S] Neko-nin Village (→P453) / [Treasure] Basis Military Base (→P317)

No.065 Today I Am a Gentleman
Extracted Attack 92
Sell Value 25
Special Effect: Accel [1] Weapon return speed increases by 18%
Acquisition: Clear Riot Peak Masters Class Floor 20

No.066 Melomelo Kou
Magic Attack 64
Sell Value 7342
Special Effect: Warrior [4] Attack and Defense increase by 20
Acquisition: Clear Oncage Floor 7

Muffler

Equipable character: Pascal

No.067 Long Scarf
Return Selection 24
Selling Price 122
Special Effect---
Acquisition: Pascal starting equipment

No.068 Pretty Muffler
Evasion 32
Purchase value 860 Sell value 215
Sell value 860
Sell value
Special Effect Disdragon [2] Damage received from dragons reduced by 14%
Acquisition [S] Sable Izole (→P256) / [Treasure] Strata Rock Desert (→P254)

No.069 Beauty Muffler
Evasion 32
Selling Price 215
Special Effect Disdragon [3] Damage received from dragons reduced by 18%
Acquisition [Request] Or-Reille (→P253)

No.070 Red Scarf
Evasion 38
Sell Value 377
Special Effect F-Damage [1] Damage dealt to enemies when near death increased by 15%
Acquisition [S] Kamenin Shop / [Treasure] Strata Desert Ruins (→P264)

No.071 Passionate Scarf
Evasion 38
After Shining 377
Special Effect F-Damage [2] Damage dealt to enemies when near death increased
Acquisition [Request] Arena Island (→P271)

No.072 Blue Scarf
Evasion 40
Brightness Value 650
Special Effect Shield [1] 15% chance during casting to increase body by 1
Acquisition [S] Village of Ammalchia (→P285) / [Treasure] Zavetto Mountain (→P282)

No.073 Orange Scarf
Evasion 42
Purchase Price 4620
Sell Value 1155
Special Effect Fibripen [1] Damage received when near death reduced by 10%
Acquisition [S] Village of Ammalchia (→P285) / [Treasure] Sneak Research Institu

No.074 Mikan Scarf
Evasion 42
Sell Value 1155
Special Effect: Fipripen [2] Damage taken when near death is reduced by 20%
Acquisition [Req] Anmarutia Village (→P285)

No.075 Green Scarf
Downtime 55
Sell Value 2022
Special Effect: Diss Devil [2] Damage received from fiends reduced by 14%
Acquisition: [S] Telos Astiu (→P308) / [Treasure] Untamed Snow Path (→P303)

No.076 Nature's Scarf
Deviation 55
Sell Value 2022
Special Effect: Diss Devil [3] Damage received from fiends reduced by 18%
Acquisition: Travel 58

No.077 Magical Muffler
Recycle 64
Guaranteed 3540
Special Effect: Shield [1] While casting, 15% chance to increase Steel Body by 1
Acquisition: [S] Nekonin Village (→P453) / [Treasure] District 13 (→P307)

No.078 Fluffy Scarf
Turntable 92
Sell Value 6195
Special Effect: Sorcerer [4] Magical attack defense by 20
Acquisition: [Req] Beranic (→P276) / Obtainable from Fourier in Rant

No.079 Fluffy Scarf
Evasion 92
Top-up 6195
Special Effect Sorcerer [5] Increases attack and magic defense by 24
Acquisition [Treasure] Zoon Cage 8

No.080
Fox
64
25
Special Effect Assassin [4] Increases hit and evasion by 20
Acquisition Clear Zoon Cage Floor 8

Cloak

Equippable character: Richard

No.081
Royal Mantle
22
25
Special Effect Paladin [1] Increases magic defense and evasion by 8
Acquisition Richard starting equipment

No.082
Elven Mantle
29
25
Special Effect Assassin [2] Increases hit and evasion by 12
Acquisition [Treasure] Wallbridge (→P238)

No.083
Ondine Mantle
40
100
25
Special Effect: Disrelies [5] Freeze effect duration reduced by 60%
Acquisition: [] Strata Desert Ruins [Future] (→P352)

No.084
Genomesmant
40
100
25
Special Effect: Distone [5] Petrification effect duration reduced by 60%
Acquisition: [Treasure] Royal Capital Underground [Future] (→P343)

No.085
Sylphid Mantle
40
100
25
Special Effect: Decizion [5] Venom effect duration reduced by 60%
Acquisition: [Treasure] Wind Ruins (→P347)

No.086
Ivris Mantle
40
100
25
Special Effect: Divern [5] Burn effect duration reduced by 60%
Acquisition: [Treasure] Fendel Glacier Ruins [Future] (→P350)

Gem Data

Gems enhance combat capability, and checks prevent status ailments.

Decide what to equip based on the enemy.

Gemstones

No.002
Refining Crystal
420
Special Effect: Inherit two special effects from the dualized item
Acquisition: Total special effect rank equals 3

(No.001
Philosopher's Stone
420
Special Effect: Dualize — the item inherits two special effects
Acquisition: Total special effect rank value is 2

No.003
Core
420
Special Effect: Inherit two special effects from the dualized item
Acquisition: Total special effect rank equals 4

No.004
Alchemy Bead
420
Special Effect: Inherit two special effects from the dualized item
Acquisition: Total special effect rank equals 5

No.005
Congealed Stone
420
Special Effect: Inherit two special effects from the dualized item
Acquisition: Total special effect rank equals 6

No.006
Condensed Crystal
420
Special Effect: Inherit two special effects from the dualized item
Acquisition: Total special effect rank equals 7

No.007
2 Cores
420
Special Effect: Inherit two special effects from the dualized item
Acquisition: Total special effect rank equals 8

No.008
Pearl
420
Special Effect: Inherits two special effects from dualized items
Acquisition: Total special effect rank equals 9

No.009
Holy Stone
420
Special Effect: Inherits two special effects from dualized items
Acquisition: Total special effect rank equals 10

No.010
Sacred Gem
420
Special Effect: Inherits two special effects from dualized items
Acquisition: Total special effect rank equals 11

No.011
Holy Core
420
Special Effect: Inherits two special effects from dualized items
Acquisition: Total special effect rank equals 12

No.012
Holy Pearl
420
Special Effect: Inherits two special effects from dualized items
Acquisition: Total special effect rank equals 13

No.013
Secret Stone
420
Special Effect: Inherits two special effects from dualized items
Acquisition: Total special effect rank equals 14

No.014 | Secret Crystal
Special Effect: The dualized item inherits two special effects.
Acquisition: Total special-effect rank sum is 15

No.015 | Secret Core
Special Effect: The dualized item inherits two special effects.
Acquisition: Total special-effect rank sum is 16

No.016 | Secret Orb
Special Effect: The dualized item inherits two special effects.
Acquisition: Total special-effect rank sum is 17

No.017 Divine Pearl
Special Effect: The dualized item inherits two special effects.
Acquisition: Total special-effect rank sum is 18

No.018 Magic Orb
Special Effect: Inherit two special effects from dualized items
Acquisition: Total special effect rank equals 19

No.019 Gods and Demons
Special Effect: Inherit two special effects from dualized items
Acquisition: Total special effect rank equals 20

Check

No.020 Poison Check
Special Effect Decision [9] Reduces the duration of Severe Poison by 92%
Obtain [S] Rant (→P215) / [Treasure] Backhill of Rant Cliff (P219)

No.021 Paralai Check
Special Effect: Disparize [9] Reduce paralysis duration by 92%
Obtain [S] Baronia (→P210) / [Treasure] South Paronia Road (→P228)

No.022 Freeze Check
Special Effect Dislize [9] Reduces the duration of Freeze by 92%
Obtain [S] Beranique (→P277) / [Treasure] Strata Desert Ruins (P264)

No.023 Burning Check
Special Effect: Diverne [9] Reduce burn duration by 92%
Obtain [S] Grellside (→P232) / [Treasure] Wallbridge Underground Ruins (→P229)

No.024 Stone Check
Special Effect Distone [9] Reduces the duration of Petrification by 92%
Obtain [S] Yuriberte (P261) / [Treasure] Strata Great Desert West (→P263)

No.025 Slow Check
Special Effect Dislow [9] Reduces the duration of Slow by 92%
Obtain [S] Or-Reiyu (→P253) / [Treasure] Grel Old Road (→P234)

No.026 Seal Check
Special Effect: Diss Seal [9] Reduces seal duration by 92%
Obtain [S] Telos Astyu (→P308) / [Treasure] Uncharted Snowy Path (→P303)

No.027 Car Check
Special Effect Discourse 【9】 Reduces the duration of curse effects by 92%
Obtain [S] Telos Astyu (→P308) / [Treasure] Snow-Sealed Ruins (→P304)

No.028 | Weak Check
Special Effect Dissick [9] Reduces the duration of debuff effects by 92%
Acquisition: [S] Zavette (→P281) / [Treasure] Fendel Highlands (→P279)

No.029 Poilai Check
Special Effect Disisun 【8】 Disparai 【8】 Reduces the duration of severe poison and paralysis effects by 84%
Acquisition: [D] Poison Check + Paralyze Check (800G)

No.030 Boiz Check
Special Effect Decision [8] Disease [8] Reduces the duration of Deadly Poison and
Acquisition [D] Poison Check + Freeze Check (2800G)

No.031 Poisoning Check
Special Effect Decision [8] Divern [8] Reduces the duration of Deadly Poison and Burn effects by 84%
Acquisition [D] Poison Check + Burning Check (1300G)

No.032 Poison Check
Special Effect Decision [8] Distone [8] Reduces the duration of Deadly Poison and P
Acquisition [D] Poison Check + Stone Check (1800G)

No.033 "Poirow Check
Special Effect Decision [8] Dislow [8] Reduces the duration of Deadly Poison and Slow effects by 84%
Acquisition [D] Poison Check + Slow Check (1800G)

No.034 "Poiiru Check
Special Effect Decision [8] Dissheal [8] Reduces the duration of Deadly Poison and
Acquisition [D] Poison Check + Seal Check (5300G)

No.035 "Poiasu Check
Special Effect Decision [8] Discus [8] Reduces the duration of Severe Poison and Curse effects by 84%
Acquisition [D] Poison Check + Curse Check (7300G)

No.036 | Poiiku Check
Special Effect Decision [8] Discsick [8] Reduces the duration of Severe Poison and W
Acquisition [D] Poison Check + Weak Check (5300G)

No.037 Paralyze Check
Special Effect Disparise [8] Dislease [8] Reduces the duration of Paralysis and Freeze effects by 84%
Acquisition [D] Paralyze Check + Freeze Check (3000G)

No.038 Parrying Check
Special Effect Disparise [8] Diverne [8] Reduces the duration of Paralysis and Burn
Acquisition [D] Paralyze Check + Burning Check (1500G)

No.039 | Paraon Check
Special Effect Disparise [8] Distone [8] Reduces the duration of Paralysis and Petrification effects by 84%
Acquisition [D] Paralyze Check + Stone Check (2000G)

No.040 Pararow Check
Special Effect Disparise [8] Dislow [8] Reduces paralysis and slow effect duration
Acquisition [D] Paralysis Check + Slow Check (2000G)

No.041 Paralegal check
Special Effect Disparalyze [8] Disseal [8] Reduces paralysis and sealing effects by 84%
Acquisition [D] Paralysis Check + Seal Check 5500G)

No.042 Paraas Check
Special Effect Disparalyze [8] Discurse [8] Reduces paralysis and curse effect durati
Acquisition [D] Paralysis Check + Curse Check (7500G)

No.043
Paralike Check
Buy After
Sell Value
300
Special Effect Disparalyze [8] Dissick [8] Reduces paralysis and debuff effect durations by 84%
Acquisition [D] Paralysis Check + Weakness Check (5500G)

No.044
Flining Check
Buy him
Recharge
300
Special Effect Dislize [8] Disburn [8] Reduces freeze and burn effect durations by 84%
Acquisition [D] Freeze Check + Burning Check (3500G)

No.045
Furion Check
買値
Selling P
300
Special Effects: Dislize [8] Distone [8] Reduces freeze and petrify effect durations by 84%
Acquisition: [D] Freeze Check + Stone Check (4000G)

No.046
Frillow Check
Melta
Light Value
300
Special Effect Dislease [8] Dislow [8] Reduces freeze and slow effect durations by 84%
Acquisition [D] Freeze Check + Slow Check (4000G)

No.047
Freel Check
買値
Selling P
300
Special Effect Dislease [8] Dissheal [8] Reduces freeze and seal effect durations by 84%
Acquisition [D] Freeze Check + Seal Check (7500G)

No.048
Furiasu check
Treasur
Sell Cou
300
Special Effect Dislease [8] Discourse [8] Reduces freeze and curse effect durations by
Acquisition [D] Freeze Check + Curse Check (9500G)

No.049
Furiiku check
Post-purcha
Bright Burn
300
Special Effect Dislease [8] Dissick [8] Reduces freeze and debuff effect durations by 84%
Acquisition [D] Freeze Check + Weak Check (7500G)

No.050
Bāon check
Truth va
Sell Value
300
Special Effect: Dibern [8] Distone [8] Reduces burn and petrify effect durations by 84
Acquisition [D] Burning Check + Stone Check (2500G)

No.051
Barlow check
買値
売値
300
Special Effect: De-Burn [8] Dislow [8] Reduces burn and slow effect durations by 84%
Acquisition: [D] Burning Check + Slow Check (2500G)

No.052
Veil Check
Beauty
Post-sale
300
Special Effect: De-Burn [8] Disseal [8] Reduces burn and seal effect durations by 84%
Acquisition: [D] Burning Check + Seal Check (6000G)

No.053
Baras Check
Value
Guaran
300
Special Effect: De-Burn [8] Discourse [8] Reduces burn and seal effect durations by 84%
Acquisition: [D] Burning Check + Curse Check (8000G)

No.054
Bike Check
買値
Sell Valu
300
Special Effect: De-Burn [8] Dissick [8] Reduces burn and debuff effect durations by 8
Acquisition: [D] Burning Check + Weak Check (6000G)

[No.055]
Straw Check
Buy Others
Electric Sale
300
Special effect Disstone [8] Dislow [8] Reduces the duration of Petrify and Slow effects by 84%
Acquisition [D] Stone Check + Slow Check (3000G)

No.056
"Style Check
Purchas
Sell Valu
300
Special effect Disstone [8] Dissheel [8] Reduces the duration of Petrify and Seal effe
Acquisition [D] Stone Check + Seal Check (6500G)

No.057
Stoas Check
Hiroyuu
Sales re
300
Special effect Disstone [8] Discurse [8] Reduces the duration of Petrify and Curse effects by 84%
Acquisition [D] Stone Check + Curse Check (8500G)

No.058
"Stoik Check
買値
売値
300
Special Effect: Disstone [8] Dissick [8] Reduces the duration of Petrify and Weakness
Acquisition [D] Stone Check + Weak Check (6500G)

No.059
"Sloil Check
Bet valu
Prior co
300
Special effect Dislow [8] Dissick [8] Reduces the duration of Slow and Seal effects by 84%
Acquisition [D] Slow Check + Seal Check (6500G)

No.060
Sroas Check
High va
Sell Valu
300
Special Effect: Dislow [8] Discours [8] Reduces the duration of Slow and Curse effect
Acquisition: [D] Slow Check + Curse Check (8500G)

No.061
Sroik Check
買値
売値
300
Special effect Dislow [8] Dissick [8] Reduces the duration of Slow and Weakness effects by 84%
Acquisition [D] Slow Check + Weak Check (6500G)

No.062
Shias Check
Manufactu
Sale
300
Special Effect: Disseal [8] Discours [8] Reduces the duration of Seal and Curse effect
Acquisition: [D] Seal Check + Curse Check (12000G)

No.063
Siiiku Check
買値
Selling Price
300
Special Effect: Disseal [8] Disick [8] Reduces the duration of Seal and Weakness effects by 84%
Acquisition: [D] Seal Check + Weak Check (10000G)

No.064
"Kaai-ku Check
Broad v
Light M
300
Special Effect: Discours [8] Disick [8] Reduces the duration of Curse and Weakness e
Acquisition: [D] Curse Check + Weak Check (12000G)

Valuables Data

From here on, valuables are classified into four types and introduced. Eレスポット is required only to use magic tomes.

Event

No.	Name	Explanation
No.001	User's Book	You possess it from the start
No.002	Collector's Book	You can view the Collector's Book
No.003	Discovery Book	You can view the Discovery Book
No.004	Enemy Book	You can view the Enemy Book. Obtainable in Lant
No.005	World Map	You can view the world map. Note: Obtained on the road in Scenario No.024 in North Baronia.
No.006	Stamp Card Case	Stamp cards can be used. Note: Obtained when making purchases from Scenario No.02[illegible] onward.
No.007	Manual Book	You can select manual mode during battles. Note: Can be bought in Rant and Baronia for 500G
No.008	Erespot	You can use Elespot. Obtained in Scenario No.023.
No.009	[Soul-Dropping Orb	Dropped by some enemies. When obtained, it will be marked i
No.010	Glass Sphere	Obtained up to Scenario No.021. Note: At the start of Scenario No.022 it converts one item into 100G.
No.011	Trash	Obtained at illumination points around the lands.
No.012	Alitomos Core	Obtained at the Gardia Shaft; allows you to fight the guardian monster inside.
No.013	Flowers Picked in a Flower Field	Note: Evidence of having gone to the back hill of Rant. Obtained in Sc
No.014	Richard's Ring	A ring entrusted to you by Richard. Obtained in Scenario No.013.
No.015	Letter from Mother	A letter from my mother received from Sheria. Obtained in Scenario N
No.016	Fortress Key	Can open the door. Scenario Note: Obtained in No.051.
No.017	Pressed Flowers of Klosophy	A pressed flower given to Sheria by Asbel and Sophie. Obtained in Scenario No. 066.
No.018	Letter addressed to the President	A letter addressed to the President. Obtained in Scenario No.066
No.019	Amulet	Explanation: A charm Hubert gives. Obtained in Scenario No.069
No.020	Flute of Rock Gagan	At Strata Great Desert, a rock ga Explanation: Can summon a gun. Obtained in Scenario No.07[illegible]
No.021	Pascal's Diagram	A diagram explaining the repair method for Explanation diagram. Obtained in Scenario No.08
No.022	Identification card	Able to proceed to the inner part of the Strata Desert ruins Explanation required. Obtained in Scenario No.080
No.023	Letter from a spy	Notes of the spy's communications are writt Explanation: A letter. Obtained in Scenario No.088
No.024	Soiled Unit Badge	The identification tag of the squad to which Malik formerly belonged Notes: Obtained in Scenario No. 098
No.025	Elevator Key	You can use the elevator at Sneak Institute. Available in Scenario No. 105
No.026	Entrance pass	Allows entry into the Fendel government. Available in Scenario No.107
No.027	A Letter from the Supreme Commander	The letter of entrustment given to Fendel. Available in Scenario No.121
No.028	Key of the Warehouse of Wisdom	Enables entry into the Repository of Wisdom Available in Scenario No.117
No.029	Pigeon-Type Communicator	Allows communication with distant counterp Available in Scenario No.121
No.030	Delisbit	Can cut Lambda orchid. Available in Scenario No.146
No.031	Delisling	Malik and Pascal acquire the power of light and are persuaded. Available in Scenario No.146
No.032	Kurosophy Seed	Explanatory: Flower seeds. Available in Scenario No.032
No.033	Night Lily Seed	Required for Travel 56. Obtainable in Baronia.
No.034	Nanohana seeds	Required at Travel 56. Obtained at Greiside
No.035	Amaryllis Seed	Required at Travel 56. Obtained at Orleuil
No.036	Gerbera seeds	Required at Travel 56. Obtained at Sable A Izole
No.037	Rasanble seeds	Required at Travel 56. Obtained at Yu Eberte
[No.038]	Daphne seeds	Explanation: Required at Travel 56. At the Arena Isle Acquisition
No.039	Nifelm seeds	Explanation: Required at Travel 56. Obtained at Be Obtained there
No.040	Bloody Rose seeds	Required at Travel 56. Obtainable in Zaveto
No.041	Mamushisou seeds	Required at Travel 56. Annual Notes: Obtainable in Chia Village
No.042	Seeds of Namonaki Hana	Notes: Required at Travel 56. Telos A Obtainable in Stew
No.043	Nekomatsu Shigura Seeds	Required at Travel 56. Obtainable in Neko-nin Village
No.044	Kokamenin's Notes	Notes: A memo recording the coordinates of the Kame-nin headquarters. Obtainable in Orleil
No.045	nekogurumi	Required at Travel 61. Purchasable in Zaveto
No.046	Ester Plush	Required at Travel 61. Plush Notes: Combine with the Imperial Family Crest in Dual-rite
No.047	Prince plush	Required at Travel 61. Plush toy + Dualize the strange lump

Explanation

Data

No.	Name	Explanation
No.048	Bawul Plush	Required at Travel 61. Obtainable from Yuriberte
No.049	Bush baby	Required at Travel 61. Obtainable from Beranik
No.050	Imp Plush	Required at Travel 61. Obtainable from Grelside
No.051	Nokogurumi	Commentary: Required at Travel 61. Obtainable fro
No.052	Moji-kun Plush Toy	Required at Travel 61. Obtainable from Baronia
No.053	Mizuiro Plush	"Required at Travel 61. Plush toy Commentary: Dualize the pale blue dangerous liquid + mi"
No.054	Lara's Medal	Commentary: A medal received from Lara Grave Obtained at Route 61
No.055	| Princess Story Masterpieces Selection	Requires Travel 60. Acquisition location See the Trevelyt 83 commentary (→P414)
No.056	Proof of the Strong	Normal Class of Riot Peak Proof of clearing the commentary
No.057	Proof of the Conqueror	Masters Class of Riot Peak Proof of clearing the commentary
No.058	Anmalthia's Key	Key to the sand-buried ruins Bash Commentary: Obtained from discovery at the military base
No.059	| Memory Core	Memory in which a humanoid's memories sleep. Obtained at Trave
No.060	Requiem	Required for the Colosseum Isle request. Obtained at Travel 63
No.061	| Lost Anklet	Required for the Colosseum Isle request. Obtained at Zavéto
No.062	Hero's Staff	Required for the Colosseum Isle request. Obtained at the sand-buried ruins
No.063	Argo Iris	Required at Travel 65. Obtained by defeating Broughton
No.064	Mask Flute	Can summon the Kamenin shop. Tr Notes: Obtained at Label 24
No.065	Neko-deck	Becoming able to converse with cat-people Obtained from the cat-loving old man
No.066	Great Emerald Dragon's Shining Stone	Enter the Zo-on Cage Floor 18 Note: Required for explanation. Obtained after defeating the Great Emerald Sea Dragon's Gemstone
No.067	Great Azure Sea Dragon's Gemstone	Enter the Zo-on Cage Floor 10 Note: Required for explanation. Obtained after defeating the Grea
No.068	| Great Crimson Lotus Dragon's Shard	Enter the Zo-on Cage Floor 40 Note: Required for explanation. Obtained after defeating the Great Crimson Lotus Dragon
No.069	Letter from Richard	The scenario of "Lineage to the Future" Note: Obtained in Scenario No.168. It contains Richa
No.070	| Gas Pipe Control Lever	Obtained at the Element Research Institute. Required to stop the gas leak
No.071	Memory Data	Recorded data of the humanoid at the Element Research Institute Note: Obtained in Scenario
No.072	Liquid Red	Obtainable by defeating Bernal in Scenario No. 192 Obtainable by defeating Docarvio (Dokarubio) — commentary
No.073	Liquid Purple	Obtainable by defeating Daidalabotchi in Scenario No. 192
No.074	Liquid Yellow	Commentary: Cheverde in Scenario No. 192 Obtainable by defeating yi
No.075	Liquid Green	Girada in Scenario No. 192 Obtainable after providing commentary
No.076	Liquid Gray	Obtained by defeating Kinamefin in Scenario No.192

Grimoire

No.	Name	Explanation
No.077	Pristine Grimoire	If all allies win the battle without taking any damag Energy is recovered
No.078	Self-supplied Grimoire	If Erespot is used during battle and its effect occurs, Energy is recovered after victory
No.079	Grimoire of Prosperity	Receive 1–15 gald upon winning a battle
No.080	| Tome of Dissolution	When items obtained in battle exceed carrying capacity If no effect, convert those items into Energy
No.081	Grimoire of Skills	Effect: Increases SP gained after battle victory by 3
No.082	Type-0 Grimoire	When the maximum combo count during battle is a multiple of 10 recover Energy after victory
No.083	Tome of Conquest	If you successfully perform an all-weakness combo the energy recovery bonus is doubled
No.084	Snack Grimoire	While moving on the map, recover 50 HP every 1 second
No.085	Tome of Small Appetite	Effect: Reduces the healing amount from food to 25%; instead, energy consumption is reduced to 50%

Variable: Recovers 5–50 at random upon victory
Acquisition: [Treasure] Royal Capital Underground (→P225)

変動 Recovers 1–5 at random upon victory
Acquire [Treasure] Wallbridge Underground Ruins (→P229)

Variable: Costs 2 upon victory
Acquire [Treasure] Grellside (→P232)

変動 Restores an amount equal to 25% of the item sale price upon victory
Purchase from the youth in Grellside

Variable: On victory consume 10; if "enemy's max level equals allies' average level" t
Acquired: [Treasure] Wallbridge (→P237)

変動 Recover an amount equal to the number of hits upon victory
Acquire [Treasure] Wallbridge Underground Ruins (→P455)

変動 When performing an all-weakness combo, the energy recovery bonus is double
Acquired: [Treasure] Hidden Passage of Baronial Castle (P241)

| Variable Consumes 1 after 1 second while moving
Acquire [Treasure] Orleille (→P253)

When a variable food effect is activated, energy cost is halved
Acquired: [Treasure] Seible Isore (→P256)

Item data: yales of races PERFECT GUIDE 553

No.086
Great Grimoire
If Energy experience gained when activating food is doubled
Variation: When cooking is activated, energy consumption is doubled.
Acquisition: [Enemy] General

[No.088]
Gathering Grimoire
Effect: The drop rate for material items is doubled
Variation: Consumes 30 upon victory.
Acquisition: [S] Rant (→P215) [Stamp 9*]

No.090
Grimoire of Multiplication
If When duplicating items, the number obtained is doubled
Variable: Consumed energy when duplicating items is tripled
| Obtain [Treasure] Strata Desert Ruins (→P265)

No.092
Grimoire of Metabolism
Effect: Cooking effect duration is doubled
Variation: When cooking is activated, energy consumption is doubled.
| Obtain [Treasure] Arena Island (→P271)

No.094
The Grimoire of Satiation
Effect: A dish can trigger up to two times during a single battle
can do
Variation: When a dish triggers, Energy is consumed only for the first activation
Acquisition: [Enemy] Pale Parasite

[No.096]
Cookbook of Magic
Effect: The healing effect of dishes is doubled
Variation: When cooking is activated, energy consumption is doubled.
Acquisition: Travel 58

[No.098]
Book of Holy Water Magic
Effect: Enemies on the map will stop chasing you
Variable: Consumes 1 after 5 seconds of movement
Obtain 【依】 Anmarutia Village (→P285)

No.100
Remittance Grimoire
Effect When entering a town, it automatically consumes Gald to restore energy However, during
Variable: Energy fully recovers
Obtain [Treasure] Berranik (→P277)

No.102
Grimoire of Hot-Blooded ness
Effect During battle, all stats except Hit are halved but experience gained is doubled.
Variable: Consumes 30 at the end of battle
Acquisition: [Treasure] Telos Astyu (→P308)

No.104
Grimoire of Passion
Effect During battle, all stats except Hit are halved but experience gained is doubled.
Variable: Consumes 50 at the end of battle
Acquisition: [Enemy] Richard (B)

No.106
Iron Chain Grimoire
Effect During battle, all stats except Hit are halved but experience gained is doubled.
Fluctuation
Acquire [Treasure] Yuriberute (→P262)

No.108
Book of Expansion (Grimoire of Expansion)
Effect: After victory, set experience increases by
Variation: Consumes 30 upon victory.
| Acquire [Treasure] Fendel Government Tower (→P292)

No.110
| Shiryū's Grimoire
Critical damage received from enemies is doubled, but experience and SP gained are multiplied by
Variable: Consumes 70 at the start of battle
Acquire [Treasure] Lambda Ran (→P325)

No.112
Impenetrable Grimoire
Effect: Damage received from enemies is halved
Variation: Consumes 1 every 1/60 second during battle
Acquisition: [Treasure] Galdia Shaft (→P336)

[No.087]
Preemptive Grimoire
Effect: The minimum CC immediately after battle sta
Variation: At the start of battle, consumes 4 × number of participating characters
Acquisition: [Treasure] Inside Rock Gagan (→P258)

No.089
Grimoire of Mining
Effect: The drop rate for fragment items is doubled.
変動 Consumes 50 upon victory
| Obtain [Treasure] Anmalchia Village (→P285)

No.091
Swift Grimoire
Effect Map movement speed increases by 30%. Does not stack with cooking effects
Variable: Consumes 1 every 1 second while moving
Obtain [S] Kamenin Shop [Stamp 2']

No.093
Skilled Grimoire
Effect The success rate of stealing items from enemies is doubled
Variable: Consumes 10 every 30 seconds during combat
Obtain [Treasure] Zaveth (P281)

No.095
Grimoire of Discovery
Effect Probability of obtaining unacquired items becomes doubled
Variation: When an enemy drops an item, consume 30
Acquisition: [Treasure] Sneak Laboratory (→P287)

No.097
Tome of Valor
the effect restores Energy; if the ally's level is higher Compare the levels of allies and enemies: if the it consumes Energy
Variable: Upon victory, energy changes by the amount "enemy total level − ally to
Acquisition [Treasure] Fendel Iceberg Ruins (P294)

No.099
Grimoire of Solitude
Effect: The number of characters who can participate become
変動 Recovers 1–5% Energy on victory
Acquire [Treasure] Ruins Buried in Sand (→P459)

No.101
Book of Replacement Magic
Effect The amount of gald obtained upon victory is ha Raised Energy restored
Variable: Restores an amount equal to 20% of the original gald acquired upon vic
Acquisition: [Treasure] Cornell Research Facility (→P313)

No.103
Lucky Grimoire
Effect Items appear from Erespot The probability is doubled
Variable: Energy cost when items appear is doubled
| Acquire [Treasure] Basis Military Base (→P317)

No.105
Instant Strike Grimoire
Effect: The number of uses of techniques is doubled
Variable: Consumes 15 each time a technique is used
Acquire [S] Kamenin Shop [Stamp 9*]

No.107
Grimoire of Growth
Effect: After victory, maximum energy increases by 4
Fluctuation: Consumes 5 upon victory
Acquisition: [Treasure] Snowbound Ruins (→P305)

No. 109
Blacksmith's grimoire
Effect: Weapon proficiency gain speed is doubled
Fluctuation: Consumes 40 upon victory
Acquisition: [Treasure] Lambda Bacteria (→P323)

No.111
Grimoire of Friendship
Effect Allies' Eres Gauge increase amount is doubled
Fluctuation: Consumes 5 when the Eres Gauge increases
|Acquisition: [Enemy] Kohaku (B)

No.113
"Partner's Grimoire
The controlled character and the character who participated most in the same battle have their attack increased by 35%
Variation: Consumes 30 at the start of battle
Acquisition: Clear Zo-On Cage Floor 3

No.114
Glory Grimoire
Effect: When attacked by an enemy, there is a 100% chance to trigger an evasion
Variation: Consumes 3 every 1/60 second during battle
Acquisition: Clear Zo-On Cage Floor 10

No.115
Grimoire of Awakening
Effect: The duration of Elesrise is doubled
Variation: Consumes 1200 when Elesrise is activated
Acquisition: Clear Zo-on Cage Floor 4

No.116
The Fairy Grimoire
Effect: Cooking energy consumption is halved
Variation: When a dish is activated, its energy cost is halved; if not activated, it consumes 50
Acquisition: [Enemy] Rock Gagan

※If the halved acquired gald is less than 50, "Acquired Gald +5"; if 50 or more but less t
"10 + (Acquired Gald − 50) ÷ 10"; if 350 or more, then "40 + (Acquired Gald − 350) ÷ 100" pu
recover"

Magic Karuta

No.118 Magic Carta No.02	Acquisition: [Light] North Paronia Path (→P2[illegible])	No.119 Magic Karuta No. 03
No.120 Magic Karuta No.04	Obtain [Light] Kita Rant Road (→P217)	No.121 Magic Karuta No.05
No.122 Magic Carta No.06	Acquired [Light] Grellside Road (→P230)	No.123 Magic Carta No.07
No.124 Magic Karuta No.08	Acquired [Light] Strata Rock Desert (→P26[illegible])	No.125 Magic Carta No.09
No.126 Magic Carta No.10	Acquired [Light] Strata Great Desert – West (→P263)	No.127 Magic Carta No.11
No.128 Magic Carta No.12	Obtain [Light] Fendel Border Area (→P276)	No.129 Magic Carta No.13
No.130 Magic Carta No.14	Acquired [Light] Fendel Plateau (→P279)	No.131 Magic Carta No. 15
No.132 Magic Card No.16	Acquisition: Obtained from Sable Izole's Researcher	No.133 Magic Carta No. 17
No.134 Magic Karuta No.18	Obtain [Light] Untrodden Snow Path (→P3[illegible])	No.135 Magic Card No.19
No.136 Magic Card No.20	Obtain [Light] Untouched Desert (→P255)	No.137 Magic Card No.21
No.138 Magic Card No.22	Acquisition: Obtained from the Grellside Card Maid	No.139 Magic Card No.23
No.140 Magic Karte No.24	Obtain Travel 56	No.141 Magic Karte No.25
No.142 Magic Karte No.26	Acquisition: Obtained from the Grellside Card Maid	No.143 Magic Karte No.27
No.144 Magic Karte No.28	Obtain 【Light】 District 66 (→P315)	No.145 Magic Karte No.29
No.146 Magic Karte No.30	Obtain [Treasure] Baronia (→P210)	No.147 Magic Carta No.31
No.148 Magic Carta No.32	Acquire [Treasure] Orreille (→P253)	No.149 Magic Carta No.33
No.150 Magic Carta No.34	Obtain [Treasure] Yuriberte (→P261)	No.151 Magic Carta No.35
No.152 Magic Carta No.36	Obtain [Treasure] Berranik (→P277)	No.153 Magic Carta No.37
No.154 Magic Carta No.38	Obtain [Treasure] Village of Ammalchia (→P[illegible])	No.155 Magic Carta No.39

No.117 Magic Card No. 01	Acquisition: [Light] East Rant Road (→P212)
No.119 Magic Karuta No. 03	Acquisition: [Light] West Rant Road (→P248)
No.121 Magic Karuta No.05	Acquired [Light] South Palonia Road (→P228)
No.123 Magic Carta No.07	Acquired [Light] Old Grell Road (→P234)
No.125 Magic Carta No.09	Acquired [Light] Strata Great Desert – East (→P257)
No.127 Magic Carta No.11	Acquired [Light] Strata Great Desert – North (→P269
No.129 Magic Carta No.13	Acquisition: [Light] Fendel Mountain Tunnel (→P278)
No.131 Magic Carta No. 15	Acquired [Light] Zavet Mountain (→P282)
No.133 Magic Carta No. 17	Acquired [Light] Road to the Ice Sea (P293)
No.135 Magic Card No.19	Acquisition: Obtained from Sable Izole's Researcher
No.137 Magic Card No.21	Obtain [Light] Sector 13 (→P307)
No.139 Magic Card No.23	Acquisition: Obtained from the Grellside Card Maid
No.141 Magic Karte No.25	Obtain 【Enemy】 Riara (A)
No.143 Magic Karte No.27	Acquisition: Obtained from the Grellside Card Maid
No.145 Magic Karte No.29	Obtain 【Treasure】 Rant (→P215)
No.147 Magic Carta No.31	Acquire [Treasure] Grelle Side (→P232)
No.149 Magic Carta No.33	Obtain [Treasure] Seible Izore (→P256)
No.151 Magic Carta No.35	Acquire [Treasure] Arena Island (→P271)
No.153 Magic Carta No.37	Obtain [Treasure] Zavet (→P281)
No.155 Magic Carta No.39	Acquisition: [Treasure] Telos Astyu (→P308)

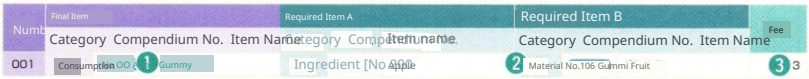
No.156 Magic Carta No.40	Obtain [Treasure] Nekonin Village (→P453)	No.157 Magic Card No.41	[S] Rant (→P215) [Stamp 6*]
No.158 Magic Carta No. 42	[S] Baronia (→P210) [Stamp 8]	No.159 Magic Carta No.43	[S] Grellside (→P232) [Stamp 5*]
No.160 Magic Carta No.44	[S] Or-Reille (P253) [Stamp 6*]	No.161 Magic Carta No.45	[S] Seiburu Izole (P256) [Stamp 9*]
No.162 Magic Carta No.46	[S] Yuliberte (P261) [Stamp 8*]	No.163 Magic Carta No.47	[S] Beranik (→P277) [Stamp 7*]
No.164 Magic Carta No. 48	[S] Zaveto (P281) [Stamp 9]	No.165 Magic Card No.49	[S] Ammarchia Village (→P285) [Stamp 1*]
No.166 Magic Carta No. 50	[S] Telos Astyu (→P308) [Stamp 4*]	No.167 Magic Carta No. 51	Obtain [Treasure] Rastakanan (→P369)
No.168 Magic Carta No.52	Obtain [Treasure] Rastakanan (→P372)	No.169 Magic Carta No.53	Obtain [Treasure] Rasta Kanan (→P372)
No.170 Magic Carta No.54	Obtain [Treasure] Rashta Kanan (→P373)	No.171 Magic Card No.55	Obtained 【Treasure】 Rastakanan (→P374)
No.172 Magic Card No.56	Obtain【Treasure】 Rastakanan (→P374)	No.173 Magic Card No.57	[Treasure] Strata Desert Ruins [Future] (→P353)
No.174 Magic Card No.58	Obtain【Light】 Orureyu (→P253)	No.175 Magic Karuta No.59	[Treasure] Strata Desert Ruins [Future] (→P352)
No.176 Magic Karuta No.60	[Treasure] Fendel Iceberg Ruins [Future] (→P349)	No.177 Magic Karuta No.61	[Treasure] Fendel Iceberg Ruins [Future] (→P349)
No.178 Magic Karuta No.62	[Treasure] Fendel Iceberg Ruins [Future] (→P350)	No.179 Magic Card No. 63	Obtain 【依】 Lant (→P215)
No.180 Magic Carta No.64	Obtain [Enemy] Kohaku (A)	No.181 Magic Karuta No.65	Obtain [Ally] Baronia (→P210)
No.182 Magic Karte No. 66	Obtain [Ally] Grellside (→P232)	No.183 Magic Karuta No. 67	Obtain [Ally] Or-Reille (→P253)
No.184 Magic Card No. 68	Obtain [Ally] Sable Isolé (→P256)	No.185 Magic Carta No.69	Obtain [Enemy] Veig (B)
No.186 Magic Carta No.70	Obtain [Treasure] Wind Engine Ruins (→P345)	No.187 Magic Carta No.71	Obtain [Treasure] Wind Engine Ruins (→P346)
No.188 Magic Carta No.72	Obtain [Treasure] Wind Engine Ruins (→P345)	No.189 Magic Karte No.73	Obtain: Acquired from Zavet the Karte King
No.190 Magic Karte No.74	Obtain [Treasure] Wind Engine Ruins (→P346)	No.191 Magic Karte No.75	Obtain: [Treasure] Elemental Research Institute (→
No.192 Magic Karte No.76	Obtain [Treasure] Elemental Research Institute (→P357)	No.193 Magical Card No.77	Obtain [Treasure] Element Research Institute (→P
No.194 Magical Card No.78	Obtain [Treasure] Element Research Institute (→P357)	No.195 Magic Karuta No. 79	Obtain [Treasure] Otherworldly Paradise (→P360)
No. 196 Magical Card No.80	Obtain [Treasure] Otherworldly Paradise (→P360)	No.197 Magic Karuta No. 81	Obtain [Treasure] Otherworldly Paradise (→P360)
No. 198 Magic Karuta No. 82	Obtain [Treasure] Otherworldly Paradise (→P360)	No.199 Magic Karuta No.83	Acquired [request] Yuriberute (→P261)
No.200 Magical Card No.84	Obtain [Request] Skill Island (→P271)	No.201 Magic Card No. 85	Acquired [request] Beranik (→P277)
No.202 Magic Card No. 86	Acquired [request] Zavēto (→P281)	No.203 Magic Card No. 87	Acquired [request] Anmarutia (→P285)
No.204 Magic Karuta No.88	Acquired [] Teros Astyu (→P308)	No.205 Magic Card No.89	Acquired [request] Nekonin Village (P453)
No.206 Magic Karuta No.90	Acquired [request] Nekonin Village (→P453)		

Requested Item	
No.208 Nameless Letter	Obtained Acquired in Travel 15 Request Land
No.209 Handkerchief of Memories	Obtained Acquired in Travel 16 Request Rant
No.210 Ship Model	Obtained Acquired in Travel 17 Request Rant
No.211 Knight Order Documents	Obtained Acquired in Travel 18 Request Baronia
No.212 Windol Military History	Obtained: Acquired at Travel 19 Request: Baronia
No.213 Windle Medal	Obtained: Acquired at Travel 20 Request: Baronia
No.214 Tuning Fork	Obtained: Acquired at Travel 21 Request: Baronia
No.215 Green Shard	Obtained Acquired at Travel 22 Request Grellside
No.216 Evidence of the anomaly	Obtained: Acquired at Travel 23 Request: Grellside
No.217 Trade Application Form	Acquisition: Obtained at Travel 24 Request: Grelside
No.218 Rare Creature Illustrated Guide	Obtained: Acquired at Travel 25 Request: Orreilleu
No.219 Trading Permit	Acquisition: Obtained at Travel 26 Request: Or-Reille
No.220 Sunken Cargo	Obtained: Acquired at Travel 27 Request: Orreilleu
No.221 Abandoned Cargo	Obtained: Acquired at Travel 28 Request: Orreilleu
No.222 Blue Radiant Stone	Acquisition: Obtained at Travel 29 Request: Seible Izore
No.223 Investigation Report	Acquisition: Obtained at Travel 30 Request: Seible Izore
No.224 Photographs of Memories	Acquisition: Obtained at Travel 31 Request: Seible Izore
No.225 "Proof of Another World	Obtained Obtained in Travel 32 Request Sable Izore
No.226 Grinding Tools	Acquisition: Obtained at Travel 34 Request: Yuriberte
No.227 Keepsake Locket	Obtained Obtained in Travel 33 Request Yuriberute
No.228 Hand-drawn map	Acquisition Obtained from Travel 35 Request Yuriberte
No.229 Statue of the Azure Sea	Obtained Obtained in Travel 36 Request Yuriberute
No.230 Common Medicine	Acquisition Obtained from Travel 37 Dependency Intertech Island
No.231 Spoon	Obtained Obtained in Travel 38 Request: Beranic
No.232 Shovel	Acquisition: Obtained at Travel 39 Request: Beranic
No.233 Drill	Obtained Obtained in Travel 40 Request: Beranic
No.234 Weapon Material	Acquisition Obtained from Travel 41 Request Zavet
No.235 Rock Gagan's Hair	Obtained Obtained in Travel 42 Request Zavet
No.236 Stratarchat	Acquisition Obtained from Travel 43 Request Zavet
No.237 Evidence of a spy	Obtained Obtained in Travel 44 Request Zavet
No.238 Experimental Sample	Acquisition Obtained from Travel 45 Request Anmaltia Village
No.239 Gauss Seal	Obtained: Acquired from Travel 46 Request: Anmarchia Village
No.240 Kauts's Pendant	Acquisition Obtained from Travel 47 Request Anmaltia Village
No.241 Micro Parts	Obtained: Acquired from Travel 48 Request: Telos Astyu
No.242 Drive Unit	Acquisition Obtained from Travel 49 Request Telos Asty
No.243 Broken Brooch	Obtained: Acquired from Travel 50 Request: Telos Astyu
No.244 Recorder	Acquisition Obtained at Travel 51 Request Teros Astyu
No.245 Clear Completion Certificate	Obtained: Acquired from Travel 62 Request: Nekonin Village
No.246 Water-silk Fabric	Obtained: Acquired from Travel 52 Request: Nekonin Village
No.247 Pearl Wind Thread	Obtained: Acquired from Travel 53 Request: Nekonin Village
No.248 Shark Fin	Obtained: Acquired from Travel 4 Request: Nekonin Village

Dualize Data

Dualize is indispensable for creating items needed in every situation, from battles to events. Use the data introduced below to perform Dualize efficiently and smoothly produce the items you want.

+ How to Read Dualize Data +



① Finished item

Number: The number registered in the Users' Book
Items obtainable after performing Dualize
Category: The item classification to which the finished item belongs
Encyclopedia No.: The sequential number of the finished item in the collector's book
Item name: The name of the finished item

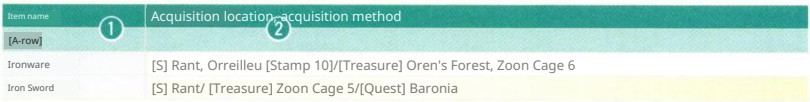
② Required items

Items required to perform Dualize
Category: Item classification to which the required item belongs
Encyclopedia No.: Sequential number on the collector's book for the required item
Item name: The name of the required item

③ Fee

Fee required to execute Dualize

+ How to read the Dualize material acquisition list (→P566) +



① Item name

Name of the item used as a material for Dualize. Items are arranged in gojūon order

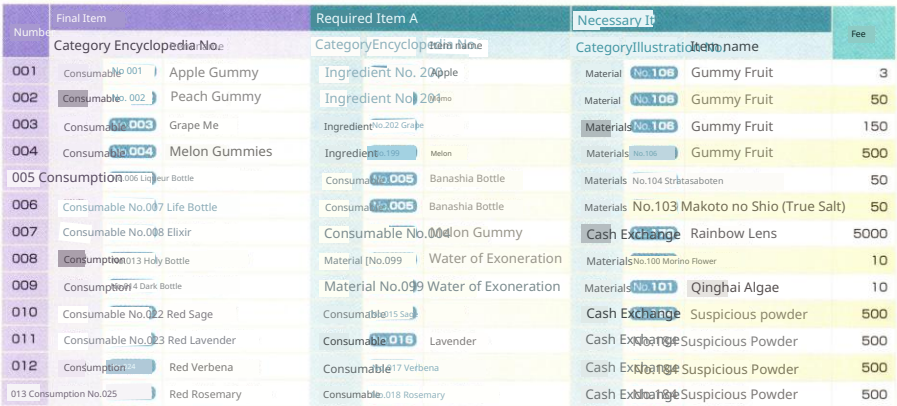
② Acquisition location, acquisition method

How to obtain the item, its acquisition location, or events. Parentheses indicate facilities or points where it can be obtained

[S] A town where shops are available for purchases. Items that require Apostolos indicate the required number. Items with "**" next to the stamp count are sold only once.

[D] The recipe and required gald for creating with Dualize
[Treasure] A map containing treasure chests with items
[Enemy] An enemy that can yield the item
[D00] A discovery where items can be obtained
Maps that contain light points where 【Light】 items can be obtained
[Request] A town where you can accept requests that reward items
[Talk] A person who gives items when you talk to them

Mixing


Final Item
Required Item A
Necessary It
Fee
Category Encyclopedia No.
Category Encyclopedia No.
Category Illustration No.
Item name
001 Consumable No.001 Apple Gummy
Ingredient No. 200 Apple
Material No.108 Gummy Fruit 3
002 Consumable No.002 Peach Gummy
Ingredient No.204
Material No.108 Gummy Fruit 50
003 Consumable No.003 Grape Me
Ingredient No.202 Grape
Materials No.106 Gummy Fruit 150
004 Consumable No.004 Melon Gummies
Ingredient No.199 Melon
Materials No.106 Gummy Fruit 500
005 Consumption
Consumable No.005 Banashia Bottle
Materials No.104 Stratasaboten 50
006 Consumable No.007 Life Bottle
Consumable No.005 Banashia Bottle
Materials No.103 Makoto no Shio (True Salt) 50
007 Consumable No.008 Elixir
Consumable No.004 Melon Gummy
Cash Exchange Rainbow Lens 5000
008 Consumption
Material [No.099 Water of Exoneration
Materials No.100 Morino Flower 10
009 Consumption
Material No.099 Water of Exoneration
Materials No.101 Qinghai Algae 10
010 Consumable No.022 Red Sage
Consumable No.015 Sage
Cash Exchange Suspicious powder 500
011 Consumable No.023 Red Lavender
Consumable No.016 Lavender
Cash Exchange No.107 Suspicious Powder 500
012 Consumption
Consumable No.017 Verbena
Cash Exchange No.107 Suspicious Powder 500
013 Consumption No.025 Red Rosemary
Consumable No.018 Rosemary
Cash Exchange No.107 Suspicious Powder 500

Numb	Final Item		Required Item A		Required Item B		Fee
	Category	Compendium No. Item Name	Category	Compendium No. Item Name	Category	Pokedex No. Item Name	
014	Con	mption [Red Saffron	Consumption	No.029 Saffron	Cash Exchange	Suspicious powder	500
015	Consumable	No.027 Red Chamomile	Consumable	No.020 Chamomile	Cash Exchange	Suspicious Powder	500
016	Consumable	No.028 Red Savory	Consumable	No.021 Savory	Cash Exchange	Suspicious Powder	500
017	Consumption	[No.030 Mastery EX	Consumable	No.029 Mastery C	Monetization	No.182 Knight's Spring	100
018	Consumable	No.031 Mastery G	Consumable	No.030 Mastery EX	Monetization	No.182 Knight's Spring	300
019	Consumable	No.033 Energy Bottle EX	Consumable	No.032 Energy Bottle C	Cash Exchange	Knight's Spring	125
020	Consumable	No.034 Energy Bottle G	Consumable	No.033 Energy Bottle EX	Cash Exchange	Knight's Spring	375
021	Materials	No.001 Crystal that can take flig	Materials	No.044 Clean Feather	Materials	No.113 Torn Page	11
022	Materials	No.002 K Crystal	Materials	No.076 Venomous Needle	Materials	No.113 Torn Page	10
023	Materials	No.003 Water-Lurking Crystal	Materials	No.080 Uzushio Shell	Materials	No.107 Common Metal	11
024	Materials	No.004 Scaled Crystal	Materials	No.056 Hard Scale	Materials	No.107 Common Metal	10
025	Materials	No.005 Lushly Growing Crystals	Materials	No.048 Unnamed Fruit	Materials	No.113 Torn Page	9
026	Materials	[No.006] Tooth-Bared Crystal	Materials	No.088 Pointed Tooth	Materials	No.107 Common Metal	10
027	Materials	No.007 Formless Crystal	Materials	No.052 Dangerous Liquid	Materials	No.108 Rare Metal	14
028	Materials	No.008 Mighty Crystal	Material	No.057 Dragon Scale	Material	No.108 Rare Metal	29
029	Materials	No.009 Blood-Sucking Crystal	Material	No.072 Broken Blade	Material	No.108 Rare Metal	14
030	Materials	No.010 Possessed Crystal	Materials	No.036 Core Fragment	Materials	No.113 Torn Page	9
031	Materials	No.011 The Taciturn Crystal	Materials	No.093 Earthen Spirit Vessel	Materials	No.109 Hihiirokane	36
032	Materials	No.012 Ice-Eroding Crystal	Materials	No.108 Rare Metal	Materials	No.111 Icicle	16
033	Materials	No.013 Solidified Crystal	Materials	No.063 Dangerous Liquid	Materials	No.112 Clay	16
034	Materials	No.014 Noble Crystal	Materials	No.073 Rotten Sword	Materials	No.112 Clay	20
035	Materials	No.015 Manufactured Crystal	Materials	No.064 Gear	Materials	No.108 Rare Metal	16
036	Materials	No.018 Ruthless Crystal	Materials	No.109 Hihiirokane	Materials	No.110 Flame	20
037	Materials	No.017 Blazing Crystal	Materials	No.110 Flame	Materials	No.113 Torn Page	9
038	Materials	[No.018] Moisturizing Crystal	Materials	No.089 Water of Atonement	Materials	No.107 Common Metal	7
039	Materials	No.019 Earth-Shaking Crystal	Materials	[No.085] Holy Tree Golden Branch	Materials	No.112 Clay	20
040	Materials	No.020 Raging Crystal	Materials	No.045 Beautiful Feather	Materials	No.112 Clay	25
041	Materials	No.021 Light-Shining Crystal	Materials	No.037 Clear Core	Materials	No.109 Hihiirokane	29
042	Materials	No. 022 Creeping Crystal	Materials	No.010 Possessed Crystal	Materials	No.113 Torn Page	32
043	Materials	No. 115 Hit Rod	Materials	No.116 Missed Stick	Cash Exchange	Light-blue dangerous liquid	10000
044	Materials	No.116 Missed Stick	Materials	No.115 Perimeter Rod	Materials	[No.098] Fruit of Another World	34464
045	Materials	No.117 Jade Statue	Materials	No.074 Tainted Sword	Cash Exchange	Everlight	1000
046	Materials	No.118 Silver Statue	Materials	[No.058 Mythical Beast Scale	Materials	No.082 Giant's Shield	1000
047	Materials	No.119 Statue of the Azure Sea	Materials	No.070 Razor-Sharp Tooth	Materials	No.086 Sacred Tree	1000
048	Materials	No.120 Amber Statue	Materials	No.046 Sultry Feather	Materials	No.078 Killing Needle	1000
049	Materials	No.121 Abyssal Statue	Materials	No.066 Arcane Gear	Materials	[No.094 Meteorite	1000
050	Materials	No.122 Statue of Zhū Lián	Materials	No.042 Fur of a Spring Night's Moment	Materials	No.060 Top Secret Fruit	1000
051	Materials	No.123 Golden Statue	Materials	No.062 Amazing Bone	Materials	No.090 Demon's Claw	1000
052	Cash Exchange	Shining Fruit	Materials	No.035 Core Dust	Materials	No.047 Nameless Fruit	28
053	Cash Exchange	25 Tanned Leather	Materials	No.039 Fur	Materials	No.083 Wood Chip	35
054	Cash Exchange	Hair ornament	Material	No.043 Feather	Materials	No.067 Cracked Teeth	24
055	Cash Exchange	127 Poisonous Fruit	Material	No.047 Nameless Thread	Materials	No.075 Needle	26
056	Cash Exchange	28 Ignition Powder	Material	Mysterious Liquid	Materials	[No.035 Core Dust	26
057	Cash Exchange	129 Ring	Material	No.055 Scale	Materials	No.079 Shell	15
058	Cash Exchange	nikawa (animal glue)	Material	[No.059 Mere Bone	Materials	[No.039 Fur	29
059	Cash Exchange	Box	Materials	No.063 Broken Gear	Materials	[No.071 Rusty Nail	25
060	Cash Exchange	132 Horn	Materials	No.067 Ragged Tooth	Material	No.059 Mere Bone	20
061	Cash Exchange		Materials	No.071 Rusty Nail	Material	No.043 Feather	22
062	Cash Exchange	n Craft	Materials	[No.075] Poison Needle	Material	No.051 Mysterious Liquid	25
063	Cash Exchange	White Lead (Gofun)	Material	No.079 Shell	Material	No.091 Stone	34

Numb	Final Item		Required Item A		Required Item B		Fee
	Category	Encyclopedia No. / Item Name	Category	Encyclopedia No. / Item Name	Category	Compendium No. / Item Name	
064	Cash Exchange	136 Fishing Rod	Materials	No.083 Wood Chip	Materials	No.087 Chipped Claw	27
065	Cash Exchange	Earrings	Material	No.087 Chipped Claw	Materials	No.055 Scale	15
066	Cash Exchange	e Clock	Material	No.081 Stone Material	Materials	No.063 Broken Gear	40
067	Cash Exchange	Lantern	Materials	No.036 Core Fragment	Materials	No.092 Upper stone	96
068	Cash Exchange	Parchment	Materials	No.040 High-quality Fur	Materials	No.048 Unnamed Fruit	96
069	Cash Exchange	Quill Pen	Materials	No.044 Clean Feather	Materials	No.088 Pointed Tooth	79
070	Cash Exchange	Chicken Sake	Material	No.048 Unnamed Fruit	Materials	No.076 Venom	80
071	Cash Exchange	No.143 Oil-textured file (rasp)	Material	No.052 Dangerous Liquid	Materials	No.072 Broken Blade	63
072	Cash Exchange	Neck ornament	Materials	No.056 Hard Scale	Materials	No.080 Uzushio Shell	69
073	Cash Exchange	Gelatin	Materials	No.060 Rather the bone	Materials	No.040 High-quality Fur	87
074	Cash Exchange	Buzzle	Material	No.064 Gear	Materials	No.036 Core Fragment	80
075	Cash Exchange	Wrist ornament	Material	No.088 Pointed Tooth	Materials	No.088 Pointed Claw	69
076	Cash Exchange	Kitchen Knife	Materials	No.072 Broken Blade	Materials	No.084 Gear	74
077	Cash Exchange	No.144 Corrosive Medicine	Materials	No.076 Venomous Needle	Materials	No.052 Dangerous Liquid	74
078	Cash Exchange	Bone Key	Materials	No.080 Uzushio Shell	Materials	No.060 Quite a bone	66
079	Cash Exchange	Soulmask (Spirit Mask)	Materials	[No.084 Straight-grain wood]	Materials	No.044 Clean Feather	89
080	Cash Exchange	Necklace	Materials	No.088 Pointed Claw	Materials	No.056 Hard Scale	69
081	Cash Exchange	Expensive-looking desk	Materials	[No.092 Upper stone]	Materials	No.084 Quarter-sawn wood	101
082	Cash exchange	154 Imperial Egg	Materials	No.037 Clear Core	Materials	No.065 Strange Gear	197
083	Cash Exchange	Fire Washing Cloth	Materials	[No.041] Highest-grade Fur	Materials	No.057 Dragon Scale	298
084	Cash Exchange	Icarus's Wings	Materials	No.045 Beautiful Feathers	Materials	No.041 Highest-grade Fur	244
085	Cash Exchange	Progress Chart of All Things	Materials	No.049 Secret Fruit	Materials	No.085 Holy Wood's Golden Branch	263
086	Cash Exchange	Soft Stone	Material	No.053 Dangerous Liquid	Materials	No.093 Earth Sprite Vessel	218
087	Cash Exchange	Black ring	Material	No.057 Dragon Scale	Materials	No.077 Instant Death Needle	258
088	Cash Exchange	Hand of Glory	Materials	No.061 Amazing Bone	Materials	No.089 Emperor's Claw	188
089	Cash Exchange	Godslayer Sword	Materials	No.065 Strange Gear	Materials	No. 073 Rotten Sword	206
090	Cash Exchange	Ring of White	Materials	No. 069 Sharp Tooth	Materials	No.061 Amazing Bone	164
091	Cash Exchange	Damascus Steel	Materials	No.073 Rotten Sword	Materials	No.053 Dangerous Liquid	181
092	Cash Exchange	Cantarella	Mate	No.077 Instant-Death Needle	Materials	No.049 Secret Fruit	223
093	Cash Exchange	165 Eyes o	Mater	[No.081 Water Spirit's Shell	Materials	No.037 Clear Core	211
094	Cash Exchange	hamaya (ceremonial arrows warding off evil)	Materials	[No.085 Holy Tree Golden Branch	Materials	No.045 Beautiful Feather	244
095	Cash Exchange	Fate and Chance's	Materials	No.089 Emperor's Claw	Materials	No.069 Sharp Tooth	211
096	Cash Exchange	Box of Laws	Materials	No.093 Earthen Spirit Vessel	Materials	No.081 Water Spirit Shell	258
097	Cash Exchange	Ring of Ash	Cash-in	No.159 Black Ring	Monetization	No.162 White Ring	1318
098	Cash Exchange	Stream fishing rod	Material	No.084 Straight-grain Wood	Monetization	No.136 Fishing Rod	126
099	Cash-in	No.171 Carbon Rod	Materials	No.065 Strange Gear	Materials	No.108 Rare Metal	168
100	Cash-in	No.172 Taikōbō's Fishing Rod	Materials	No.085 Holy Tree Golden Branch	Cash Exchange	Damascus Steel	667
101	Cash Exchange	Balloon Cloth	Materials	No.102 Balloon Morning Glory Fluff	Cash Exchange	Corrosion Medicine	250
102	Cash Exchange	Stuffed Toy	Materials	No.102 Balloon Morning Glory Fluff	Cash Exchange	Balloon Cloth	802
103	Cash Exchange	Almesera Chronicle	Material	No. 105 Kaiga's Script	Cash Exchange	Quill Pen	546
104	Cash Exchange	Imperial Family Crest	Material	No. 108 Rare Metal	Cash Exchange	Imperial Egg	680
105	Cash Exchange	Light-blue dangerous liquid	Material	[No. 101] Poisonous Seaweed	Cash Exchange	No.154 Cantarella	710
106	Cash Exchange	Stink Bag	Cash Exchange	No.102 Glowing Fruit	Cash Exchange	Corroded Straw	319
107	Cash Exchange	Rainbow Lens	Cash Exchange	Kamera-me File	Cash Exchange	No.165 Eyes o	857
108	Cash Exchange	Mysterious Mirror	Materials	No.107 Common Metal	Cash Exchange	No.157 Progress Cha	853
109	Cash Exchange	No.181 Strange	Materials	No.112 Clay	Cash Exchange	No.155 Soft Stone	709
110	Cash Exchange	No.182 Knight's Spring	Materials	No.110 Flame	Materials	No.111 Icicle	74
111	Cash Exchange	Frying pan	Material	No.107 Common Metal	Cash Exchange	Fire Washing Cloth	963
112	Cash Exchange	[No.184] Suspicious Powder	Cash Exchange	nikawa (animal glue)	Cash Exchange	White Lead (Gofun)	198
113	Cash Exchange	No. 185 Heaven-and-Earth Orb	Materials	No. 109 Hihiirokane	Cash Exchange	Damascus Steel	663

Number	Final Item		Required Item A		Required Item B		Fee
	Category	Encyclopedia No.	Category	Compendium No. Item Name	Category	Pokedex No. Item name	
114	Cash Exchange	Feather Patch	Cash Exchange	Hair ornament	Cash Exchange	Balloon Cloth	998
115	Cash Exchange	Mask-like Object	Cash Exchange	Bone Key	Monetization	No.151 Soulmask (Spirit Mask)	484
116	Cash Exchange	Luxurious Crown	Material	No.113 Torn Page	Monetization	No.185 Tian Di Yun	2095
117	Cash Exchange	Everlight	Material	No.038 Luminous Core	Materials	No. 054 Darkness Liquid	408
118	Valuables	No.048 Ester Plush	Cash Exchange	plush toy	Cash Exchange	Imperial Family Crest	4630
119	Valuables	No.047 Prince plush	Cash Exchange	plush toy	Cash Exchange	Wonderful Lump	4723
120	Valuables	No.053 Mizuiro Plush	Cash Exchange	plush toy	Cash Exchange	Light-blue dangerous liquid	4724

Cooked dishes

Number	Final Item		Required Item A		Required Item B		Fee
	Category	Encyclopedia No.	Category	Encyclopedia No.	Category	Compendium No. Item Name	
001	Cooked dishes	No.001 Rice ball (Onigiri)	Ingredient	No.218 Rice	Ingredient	No.229 Nori (seaweed)	7
002	Cooked dishes	Pickled plum rice ball (umeboshi onigiri)	Ingredient	Rice ball (Onigiri)	Ingredient	No. 228 Umeboshi	29
003	[Cooking	No.003 Salmon Roe Rice Ball (Ikura Onigiri)	Dish	No.001 Rice ball (Onigiri)	Ingredient	No.211 Ikura	35
004	Cooked dishes	Salmon Rice Ball	Dish	No.001 Rice ball (Onigiri)	Ingredient	No.213 Salmon	31
005	Cooked dishes	Fried Rice	Ingredient	No.218 Rice	Ingredient	No.225 Egg	6
006	Cooked dishes	Crab Fried Rice	Cooked dishes	Fried Rice	Ingredient	No.214 Crab	35
007	Cooking	No.007 Doria	Ingredient	No.218 Rice	Ingredient	No.227 Cheese	20
008	Cooked dishes	Paella	Ingredient	No.218 Rice	Ingredient	No.223 Seafood Set	80
009	Cooked dishes	Bouillabaisse	Ingredient	No.190 Tomato	Ingredient	No.223 Seafood Set	83
010	Cooked dishes	Crab Rice	Ingredient	No.218 Rice	Ingredient	No.214 Crab	20
011	Cooked dishes	Grilled eel over rice (unaju)	Ingredient	No.218 Rice	Ingredient	No.216 Eel	25
012	Cooked dishes	Natto Rice	Ingredient	No.218 Rice	Ingredient	No.231 Nattō	124
013	Cooked dishes	Rice with tea broth (ochazuke)	Ingredient	No.218 Rice	Ingredient	No.234 Tea leaves	7
014	Cooked dishes	Plum tea over rice (plum chazuke)	Cooked dishes	Rice with tea broth (ochazuke)	Ingredient	No.228 Umeboshi (pickled plum)	27
015	Dish No.016	Salmon Chazuke	Cooked dishes	Ochazuke	Ingredient	No.213 Salmon	29
016	Cooked dishes	Sea bream Chazuke	Cooked dishes	Rice with tea broth (ochazuke)	Ingredient	No. 217 Thai	52
017	Dish No.017	Hitsumabushi (Chopped Grilled Eel on Rice)	Cooked dishes	Rice with tea broth (ochazuke)	Ingredient	Eel	41
018	Dish No.018	Yakitori Rice Bowl	Ingredient	No.218 Rice	Ingredient	No.204 Chicken	12
019	Dish No.019	Oyakodon (Chicken and Egg Rice Bowl)	Dish No.018	Yakitori Rice Bowl	Ingredient	No.225 Egg	38
020	Cooked dishes	Katsu Don (Pork Cutlet Rice Bowl)	Ingredient	No.218 Rice	Ingredient	No.205 Pork	14
021	Dish No.021	Salmon Roe Rice Bowl (Ikura Don)	Ingredient	No.218 Rice	Ingredient	No.211 Ikura	18
022	Cooked dishes	Beef Bowl	Ingredient	No.218 Rice	Ingredient	No.206 Beef	17
023	Cooked dishes	Tuna Bowl	Ingredient	No.218 Rice	Ingredient	No.209 Tuna	60
024	Cooked dishes	Oyako Don	Dish	No.021 Ikura Don	Ingredient	No.213 Salmon	64
025	Cooked dishes	No.025 Gunkan Maki (Battleship Roll)	Dish	[No.021 Ikura Don	Ingredient	No.229 Nori (seaweed)	58
026	Dish No.026	Natto Roll		No.012 Natto Rice	Ingredient	No.229 Nori (seaweed)	374
027	Cooked dishes	Omelette	Ingredient	[No 190 Tomato	Ingredient	No.225 Egg	9
028	Dish No.028	Omurice (omelette rice)	[Dish	Omelette	Ingredient	No.218 Rice	31
029	Dish	Omu-soba (Omelet with Fried Noodles)	Fried Noodles	Omelette	Cooked dishes	Yakisoba	68
030	Cooking	No.030 Pizza	Ingredient	No.219 Bread	Ingredient	No.227 Cheese	20
031	Dish [No.031	Carbonara	Ingredient	No.220 Pasta	Ingredient	No.225 Egg	6
032	Cooking	No.032 Meat Sauce	Ingredient	No.220 Pasta	Ingredient	No.208 Mince	15
033	Cooked dishes	Vongole	Ingredient	No.220 Pasta	Ingredient	No.210 Asari (Clams)	7
034 Dish		No.034 Yakisoba	Ingredient	No.220 Pasta	Ingredient	No.205 Pork	14
035	Dish No.035	Sandwich	Ingredient	No.219 Bun	Ingredient	No.191 Lettuce	8
036	Cooked dishes	French Toast	Ingredient	No.219 Bun	Ingredients	No.225 Egg	6
037	Cooked dishes	Clock Monsieur	Dish	No.035 Sandwich	Ingredients	No.227 Cheese	41

Numb	Final Item			Required Item A			Required Item B			Fee
	Category	Compendium No.	Item Name	Category	Encyclopedia No.		Category	Pokede	Item name	
038 Cuisine		No.038	Purin-pan (custard pudding bread)	Ingredient	No.219	Bread	Cooked dishes		Pudding	30
039	Cooked dishes		Natto Toast	Ingredient	No.219	Bread	Ingredient	No.231	Nattō	124
040	Cooked dishes		Yaki-manju (grilled sweet bun)	Ingredient	No.219	Ban	Ingredient	No.232	Miso	289
041	Cooked dishes		Potato Salad	Ingredient	No.193	Potato	Ingredient	No.194	Carrot	11
042	Cooked dishes		Baked Potato	Ingredient	No.193	Potato	Ingredient	No.226	Milk	13
043	Cooked dishes		Gratin	Ingredient	No.204	Chicken	Ingredient	No.227	Cheese	24
044 Cuisine		No.044	Onigiri soup	Ingredient	No.192	Onion	Ingredient	No.227	Cheese	22
045	Cooked dishes		Graspa	Cooked dishes		Gratin	Cuisine	No.032	Meat Sauce	118
046	Cooked dishes		Croquette	Ingredient	No.193	Potato	Ingredient	No.208	Minced Meat	18
047	Cooked dishes		Beef croquette	Cuisine	No.046	Croquette	Ingredient	No.208	Beef	68
048	Cuisine No. 048		Crab Cream Croquette	Cuisine	No.046	Croquette	Ingredient	No.211 Crab		71
049	Cooked dishes		Steak	Ingredient	No.206	Beef	Ingredient	No.194	Carrot	18
050	Cooked dishes		Grated Daikon Steak	Cooked dishes		Steak	Ingredient	No.197	Daikon (Japanese radish)	59
051	Cooked dishes		Marbled Steak	Ingredient	No.207	Special Beef	Ingredient	No.194	Carrot	37
052	Cooked dishes		Grated Marbled Steak	Cooked dishes		Marbled Steak	Ingredient	No.197	Daikon	116
053	Cooked dishes		Hamburg steak	Ingredient	No.192	Onion	Ingredient	No.208	Minced Meat	17
054	Cooked dishes		Grated Radish Hamburg	Cooked dishes		Hamburg (hamburger steak)	Ingredient	No.197	Daikon (Japanese radish)	58
055	Cooked dishes		Tofu Hamburg Steak	Cooked dishes		Hamburg (hamburger steak)	Ingredient	No.230	Tofu	96
056 Cuisine		No.056	Hamburger	Cooked dishes		Hamburger	Ingredient	No.219	Bread	55
057	Cooked dishes		Cheeseburger	Cooked dishes		Hamburger	Ingredient	No.227	Cheese	182
058 Cuisine		No.058	Double Burger	Cooked dishes		Hamburger	Cooked dishes		Cheeseburger	713
059	Cooked dishes		Cabbage Rolls	Ingredient	No.195	Cabbage	Ingredient	No.208	Minced Meat	16
060	Cooked dishes		Scotch Egg	Cooked dishes		Hamburg steak	Ingredient	No.226	Egg	54
061	Cooked dishes		Fried Chicken	Ingredient	No.195	Cabbage	Ingredient	No.204	Chicken	12
062	Cooking		No. 062 Twice-Cooked Pork	Ingredient	No.195	Cabbage	Ingredient	No.205	Pork	14
063	Cooked dishes		No.063 Pork and Potato Stew	Ingredient	No.193	Potato	Ingredient	No.205	Pork	17
064	Cooked dishes		No.064 Beef and Potato Stew	Ingredient	No.193 Potato		Ingredient	No.206	Beef	20
065	Cooked dishes		Beef Braised in Red Wine	Ingredient	No.206 Beef		Ingredient	No.235	Red Wine	162
066 Cuisine		No.066 Dry Curry		Ingredient	No.224 Spice Set		Ingredient	No.208	Minchi	59
067	Cooked dishes		Curry	Ingredient	No.224 Spice Set		Ingredient	No.222	Vegetable Set	90
068	Cooked dishes		Pork Curry	Cooked dishes		Curry	Ingredient	No.205	Pork	280
069	Cooked dishes		Chicken Curry	Cooked dishes			Ingredients	204	Chicken	278
070 Cuisine		No.070	Beef Curry	Dish No.087 Curry			Ingredients	206	Beef	284
071	Cooked dishes		Seafood Curry	Dish	No.067 Curry		Ingredient	No.223	Seafood Set	347
072	Cooked dishes		Stew	Ingre	nt No.222	Vegetable Set	Ingredient	No.226	Milk	49
073	Cooked dishes		Beef Stew	[Dish [	072	Stew	Ingredient	No.206	Beef	160
074	Cooked dishes		Seafood Stew	Dish	072	Stew	Ingredient	No.223	Seafood Set	223
075	Cooking		No.075 Pot-au-feu	Ingredient No.222 Vegetable set			Ingredient	No. 195	Cabbage	47
076	Cooked dishes		Borscht	Ingredient No.190 Tomato			Ingredient	No.206	Beef	20
077	Cooked dishes		Fish & Chips	Ingredient No.190		Potato	Ingredient	No.215	Cod	18
078	Cooked dishes		Saumon en croûte	Ingredient No.221 Pie sheet			Ingredient	No.213	Salmon	19
079	Cooked dishes		Chili shrimp	Ingredient No.190 Tomato			Ingredient	No.213 Shrimp		16
080	Cooked dishes		Fried cod with curry	Ingredient No.215 Cod			Ingredient	No.224 Spice Set		59
081	Cooked dishes		Miso-grilled cod	Ingredient	No.215 Cod		Ingredient	No.232 Miso		297
082 Dish		No.082 Crab omelet		Ingredient No.214 Crab			Ingredient	No.226	Egg	19
083	Cooked dishes		Seafood Salad	Ingredient No. 223 Seafood Set			Ingredient	No.191	Lettuce	81
084	Cooked dishes		Clam Miso Soup	Ingredient	No.20 Clam		Ingredient	No.232	Miso	289
085	Cooked dishes		Daikon Miso Soup	Ingredient	No.197 Daikon (Japanese radish)		Ingredient	No.232	Miso	291
086	Cooked dishes		Tofu Miso Soup	Ingredient	No.230	Tofu	Ingredient	No.232	Miso	329
087	Cooked dishes		Meat and Tofu Stew	Ingredient	No.206	Beef	Ingredient	No.230 Tofu		57

Number	Final Item		Required Item A		Required Item B		Fee
	Category	Compendium No. Item Name	Category	Encyclopedia No. Item Name	Category	Compendium No. Item Name	
No. 088	Cuisine	No. 088 Mapo Tofu	Ingredient	No.208 Minced Meat	Ingredient	No.230 Tofu	56
089	Cooked dishes	Mapo Eggplant	Cooked dishes	Mapo Tofu	Ingredient	No.198 Eggplant	174
No. 090	Cuisine	No.090 Mapo Curry	Cooked dishes	Mapo Tofu	[Cooking	No.067 Curry	437
091	Cooked dishes	Oden (Japanese mixed simmered dish)	Ingredient	No.207 Daikon	Ingredients	No.225 Egg	8
092	Cooked dishes	Miso oden	Cooked dishes	Oden (Japanese mixed simmered dish)	Ingredient	No.231 Miso	310
093	Cooked dishes	Quiche	Ingredient	No.221 Pie Sheet	Ingredient	No.225 Egg	12
No. 094	Cuisine	No.094 Apple pie	Ingredient	No.221 Pie Sheet	Ingredient	No.200 Apple	17
095	Cooked dishes	Pumpkin Pie	Ingredient	No.221 Pie Sheet	Ingredient	No.198 Pumpkin	22
096	Cooked dishes	Banana Pie	Ingredient	No.221 Pie sheet	Ingredient	No.203 Banana	20
097	Cooked dishes	Meat Pie	Ingredient	No.221 Pie sheet	Ingredient	No.208 Minced Meat	21
098	Cooked dishes	Peach Pie	Ingredient	No.221 Pie sheet	Ingredient	No.201 Momo	28
099	Cooked dishes	Choco Pie	Ingredient	No.221 Pie sheet	Ingredient	No.233 Chocolate	22
100	Cooked dishes	Apple Compote	Ingredient	No.236 White wine	Ingredient	No.200 Apple	161
101	Cooked dishes	Tomato Compote	Ingredient	No.236 White Wine	Ingredient	No.190 Tomato	160
102	[Cooking	No.102 Peach Compote	Ingredient	No.236 White Wine	Ingredient	No.201 Momo	172
103	Cooked dishes	Grape compote	Ingredient	No.236 White Wine	Ingredient	No.202 Grapes	166
104	Cooked dishes	Cheesecake	Ingredient	No.227 Cheese	Ingredient	No.225 Egg	19
105	Cooked dishes	Pudding	Ingredient	No.226 Milk	Ingredient	No.225 Egg	9
106	Cooked dishes	Pumpkin Pudding	Cooked dishes	Pudding	Ingredient	No.196 Pumpkin	40
107	Cooked dishes	Truffle	Ingredient	No.233 Chocolate	Ingredient	No.226 Milk	20
108	Cooked dishes	Choco Banana	Ingredients	No.233 Chocolate	Ingredient	No.203 Banana	24
109	Cooked dishes	Chocolate pudding	Cuisine	No.105 Pudding	Ingredient	No.233 Chocolate	40

Modification

Number	Final Item		Required Item A		Required Item B		Fee
	Category	Compendium No. Item Name	Category	Encyclopedia No. Item Name	Category	Compendium No. Item Name	
001	Sword	No.011 Katana	Sword	No. 004] Iron Sword	Materials	No.018 Moisture-enriching crystal	1250
002	Sword	No. 012 Flamberge	Sword	[No.005 Steel Sword	Materials	No.017 Blazing Crystal	2300
003	Sword	No.013 Zephyrus	Sword	[No.006 Rune Sword	Materials	No.001 Crystal that can take flight	4230
004	Sword	[No.014 Ice Coffin]	Sword	No.007 Battle Sword	Materials	No.012 Ice-Eroding Crystal	6005
005	Sword	No.015 Balmung	Sword	No.008 Platinum Sword	Materials	No.008 Mighty Crystal	7780
006	Sword	No.016 Durandal	Sword	No.009 Mithril Sword	Materials	No.014 Noble Crystal	14320
007	Sword	No.017 Iceberg	Sword	No.010 Rare Sword	Materials	No.011 The Taciturn Crystal	26350
008	Sword	No.020 Disintegrate	Sword	No.003 Longsword	Materials	[No.029 Enasphere	680
009	Sword	[No.021 Balkirin	Sword	No.009 Mithril Sword	Materials	No.023 Kubinagāi]	14320
010	List	[No.033 Defender	List	No.027 Steel List	Materials	No.013 Consolidated crystals	1930
011	List	No. 034 Garmfang	List	No.028	Materials	No.002 Exposed Crystal	3550
012	List	No.035 Lizard Ripper		Rune List	Materials	No.004 Scaled Crystal	5040
013	List	No.036 Crystal Shell	List	No.029 Battle List	Materials	No.021 Light-Shining Crystal	6530
014	List	No.037 Titan Knuckles	List	No.030 Platinum List	Materials	No.019 Earth-Shaking Crystal	12020
015	List	No.038 Shinefinger	List	No.031 Mithril List	Materials	No.016 Ruthless Crystal	22120
016	List	No.041 Dear Valentine	List	No.032 Rare List	Materials	[No.030 Diosphere	1050
017	List	No.043 Necolette	List	No.026 Iron List	Materials	No.024 Karitakunar	5040
018	Double-Edged	No.053 Beast Fang	List	No.029 Battle List	Materials	No.010 Possessed Crystal	3990
019	Double-edged	No.054 Twin Lancer	Double-edged	[No.049 Blade	Material	No.007 Formless Crystal	7340
020	Double Blade	No.055 Grim(s)	Double-edged	No.050 Platinum Blade	Material	No.003 Water-Lurking Crystal	13510
021	Double-Edged	No.056 Voltecker	Double-edged	No.051 Mithril Blade	Material	No.020 Raging Crystal	24860
022	Double-Edged	No.059 Seven Stars	Double-edged	No.049 Rune Blade	Material	No.031 Torius Sphere	3990

Number	Final Item			Required Item A			Required Item B			Fee
	Category	Compendium No.	Item Name	Category	Bestiary No.	Item name	Category	Bestiary No.	Item name	
023	Double-Edged	No.060	Autumn Blade Fish	Double-Edged	No.050	Platinum Blade	Materials	No.025	Hikarimono	7340
024	Shortsword	No.071	Fruit Knife	Shortsword	No.065	Steel Knife	Materials	No.005	Lushly Growing Crystals	1800
025	Shortsword	No.072	Blue Sky	Shortsword	No.066	Rune Knife	Material	No.020	Raging Crystal	3310
026	Shortsword	No.073	Killer Shot	Shortsword	No.067	Battle Knife	Material	No.002	Exposed Crystal	4700
027	Shortsword	No.074	Survival Dagger	Shortsword	No.068	Platinum Knife	Materials	No.013	Consolidated crystals	6090
028	[Dagger	No.075	Impulser	[Dagger	No.069	Mithril Knife	Materials	No.019	Earth-Shaking Crystal	11210
029	Shortsword	No.076	Prism Rain	Shortsword	No.070	Rare Knife	Materials	No.021	Light-Shining Crystal	20630
030	Shortsword	No.079	Solbright	Dagger	No.064	Sloan Knife	Materials	No.032	Theserasphere	530
031	Shortsword	No.080	○□○□—	Dagger	No.067	Battle Knife	Materials	No.028	Sumibiyaki (charcoal-grilled	4700
032 Thrown	刃	No.090	Ayn Boomerang	刃	No.085	Rune Edge	Materials	No.001	Crystal that can take flight	3790
033 Thrown	刃	No.091	Wild Hunter	刃	No.086	Battle Edge	Materials	No.008	Fanged Crystal	5380
034 Thrown	刃	No.092	Scrapper	Throwing Blade	No.087	Platinum Edge	Materials	[No.015 The Created Crystal]		6970
035 Throw	刃	No.093 Illusioner		刃	No.088	Mithril Edge	Materials	No.010 Possessed Crystal		12820
036	刃	No.094	Supernova 3rd	刃	No.089	Rare Edge	Materials	No.017	Blazing Crystal	23590
037 Throw	刃	No.097	Supreme Demon Blade	刃	[No.084 Steel Edge No.087		Materials	No.033	Pendesphere	2060
038 Throw	刃	No.097	Piyopiyo Meran	Throwing		Platinum Edge	Materials	[No.027] Rotende Urareeru		6970
039	Gun Staff	No.108	Frenzy Rod	Gun Staff	No.103 Rune Staff		Materials	No.022	Creeping C	4470
040	Gun Staff	No.109	Earth Gale	Gun Staff	No.104	Battle Staff	Materials	No.013 Solidifying Crystal		6345
041	Gun Staff	No.110	Splash Fall	Gun Staff	No.105	Platinum Staff	Materials	No.018 Moisturizing Crystal		8220
042	Gun Staff	No.111	Gigant Hammer	Gun Staff	No.106	Mithril Staff	Materials	No.007	Formless Crystal	15120
043	Gun Staff	No.112	Dream Flange	Gun Staff	No.107	Rare Staff	Materials	No.014	Noble Crystal	27820
044	Gun Staff	No.115	World's End	Gun Staff No. 102 Steel Staff			Materials	No.034	Exis Sphere	2430
045	Unified Staff		Looper Wooper	Gun Staff No. 105 Platinum Staff			Materials	No.028	Boom Signène	8220
046	rapier	No.123 Fame Face		Rapier No. 122 Steel Saber			Material	No.022	Creeping C	2340
047	Plate	No.012 Knights' Armor		No. 122 Steel Saber			Material	No.004	Scaled Crystal	560
048 Plate No.013			Ocean Blue	Steel Saber			Material	No.003	Water-Lurking Crystal	1050
049 Plate No.014			Brave Force	Plate No. 004 Leather Plate			Materials	No.010 Possessed Crystal		1960
050 Plate No.015 Deep Crimson				Plate No. 05 Iron Plate			Material	No.009	Blood-Sucking Crystal	3670
051	Plate No.016		Megingjörð	Plate No. 006 Steel Plate			Material	No.008	Mighty Crystal	5265
052	Plate No.017 Fortress			Plate No. 007 Rune Plate			Materials	No. 011 The Taciturn Crystal		6860
053 Plate No.018 Reflex				Plate No. 008 Battle Plate			Materials	No. 014 The Exalted Crystal		12830
054 Plate No.019 Last Crusader				Plate No. 009 Platinum Plate			Material	No. 016 The Tyrannical Crystal		23990
055	Plate No.023 Mum Vane			Plate No. 010 Mithril Plate			Material	No.006	Ground Dark	560
056	Robe No.035		Midi Blouse	Plate No. 011 Rare Plate			Material	No.007	Formless Crystal	140
057	Robe	No.036	Unstable	Plate No. 004 Leather Plate			Materials	No.002	Exposed Crystal	920
058	Robe	No.037	Cocktail dress	Robe [No. 026		Misty Cloak	Materials	No.005	Lushly Growing Crystals	1720
059	Robe No. 038 Foul Feather			Robe No. 028		Silk Cloak	Materials	No.015 Manufactured Crystal		3220
060	Robe [No. 039		Elder Robe	Robe No. 029		White Cloak	Materials	No.014 Noble Crystal		4620
061	Robe [No.040 Wildcat			Robe [No. 030		Rune Cloak	Materials	No.006 Fang-Bared Crystal		6020
062	Robe [No.047 Apron Dress			Robe	No.031	Black Cloak	Materials	No.008	Mighty Crystal	11260
063	Robe No.042 Heavenly Garb			Robe	No.032	Warlock Cloak	Materials	No.001 Fluttering Crystal		21060
064 Robe No.046 Kannagi Vestments				Robe	No.033	Mithril Cloak	Materials	No.097	Pure Bright	490
065	Clothing No. 057		Vermilion	Robe	[No.034] Rare Cloak		Materials	No.095 Dragonblood		1200
				Robe	No.027	Cloak				
				Clothing	No.049 Ironware					

Joining

Number	Final Item			Required Item A		Required Item B		Fee
	Category	Compendium No.	Item Name	Category Encyclopedia	Item name	Category Illustrat	Item name	
001 Check No.029			Poilai Check	Check No.020	Poison Check	Check No.021	Paralyze Check	800
002 Check No.030			Poiz Check	Check No.020	Poison Check	Check No.022	Freeze Check	2800
003 Check		No.031	Boining Check	Check	No.020 Poison Check	Check502	Burning Check	1300
004 Check		No.032	Poison Check	Check	No.020 Poison Check	Check	No.024 Stone Check	1800
005 Check		No.033	Poirow Check	Check	No.020 Poison Check	CheckNo.025	Slow Check	1800
006 Check		No.034	Poil Check	Check	No.020 Poison Check	CheckNo.026	Seal Check	5300
007	Check	No.035	Poias Check	Check	No.020 Poison Check	CheckNo.027	Car Check	7300
008	Check	No.036	Poiiku Check	Check	No.020 Poison Check	CheckNo.028	Week Check	5300
009	Check	No.037	Parize Check	Check	No.021 Paralyze Check	Check No. 022	Freeze Check	3000
010 Check		No.038	Parning Check	Check [No.021	Paralyze Check	CheckNo.023	Burning Check	1500
011 Check		No.039	Paraon Check	Check[No.021	Paralyze Check	Check No.024	Stone Check	2000
2012 Check		No.040	Parlow Check	[No.021	Paralyze Check	Check No.025	Slow Check	2000
2013 Check		No.041	Parail Check	Check No.021	Paralyze Check	Check No.026	Seal Check	5500
014 Check		No.042	Paraas Check	Check No.021	Baralay Check	Check	No.027 Car Check	7500
015 Check		No.043	Paraik Check	CheckNo.021	No.021 Baralay Check	Check	No.028 Week Check	5500
016	Check	No.044	Furning Check	Check	Freeze Check	Check	No.023 Burning Check	3500
017	Check	No.045	Furion Check	CheckNo.022	Freeze Check	Check	No.024 Stone Check	4000
018 Check		No.046	Furlow Check	Check0.022	Freeze Check	Check	No.025 Slow Check	4000
019 Check		No.047	Furil Check	CheckNo.022	Freeze Check	Check	No.026 Seal check	7500
020	Check	No.048	Furias Check	Check No.022	Freeze Check	Check	No.027 Curse check	9500
021	Check	No.049	Furiik Check	Check[No.022	Freeze Check	Check	No.028 Week Check	7500
022 Check		No.050	Baron Check	CheckNo.022	Freeze Check	Check	No.024 Stone Check	2500
023	Check	No.051	Barlow Check	No.022	Burning Check	Check	No.025 Slow Check	2500
024	Check	No.052	Baril Check	Check No.023	Burning Check	Check	No.026 Seal Check	6000
025	Check	No.053	Baras Check	Check No. 023	Burning Check	Check	Check No.027 Car Check	8000
026	Check	No.054	Barik Check	CheckNo.023	Burning Check	Check	Check No.028 Week Check	6000
027 Check		[No.055]	Strow Check	Check023	Burning Check	Check	Check [No.025 Slow Check	3000
028 Check		No.056	Stoil Check	Check [No.023	Burning Check	Check	Check No.026 Seal check	6500
029 Check		No.057	Stoas Check	Check No.024	Stone Check	Check	Check No.027 Curse check	8500
030	Check	No.058	Stoik Check	Check	No.024 Stone Check	Check	No.028 Week Check	6500
031	Check	No.059	Sloil Check	Check	No.024Stone Check	Check	No.026 Seal Check	6500
032	Check	No.060	Sloas Check	Check025	Slow check	Check	No.027 Car Check	8500
033	Check	No.061	Sloik Check	CheckNo 025	Slow check	Check	No.028 Weak check	6500
034	Check	No.062	Shias Check	Check No.025	Slow check	Check	No.027 Curse check	12000
035	Check	No.063	Shiik Check	Check No.026	Seal check	Check	No.028 Week Check	10000
036 Check		No.064	Kaik Check	Check No.026	Seal check	Check	No.028 Week Check	12000
				Check	No.027 Curse check			

List of Dualize Material Acquisition Methods

Item name	Acquisition location, acquisition method
[A-row]	
Ironware	[S] Rant, Orreilleu [Stamp 10] / [Treasure] Oren Forest, Zo-on Cage 6
Iron Sword	[S] Rant / [Treasure] Zo-on Cage 5 / [Quest] Baronia
Iron Plate	[S] Rant / [Treasure] Zo-on Cage 10 / Richard (Youth) Initial Equipment
Iron List	[S] Rant, Anmaltia Village [Stamp 10] / [Treasure] Zo-on Cage 9 / [Quest] Rant
Red Wine	[S] Yuriberte [Stamp 4]/ [Treasure] Arena Isle, Oswell Treasury/ [Enemies] Komis Demon, Thiefy Gre, ??? (B)
Asari	[S] Grellside [Stamp 2]/ [Enemies] Country Star, Tortoise
Hit Rod	[D] Missed Stick + Light Blue Dangerous Liquid (10,000G)
Dangerous Liquid	[Treasure] Government Tower Basement/ [Enemies] Goop Caropper, Seany Slime, Mond Star, Rouge Slime, Rover/ [Light] Strata Gre
Oil-textured file (rasp)	[D] Dangerous Liquid + Broken Blade (63G)/ [Enemies] Gatito
Suspicious powder	[D] Nikawa + Gofun (198G)/ [Treasure] Fendel Mountain Tunnel, Wind Engine Ruins
Arcane Gear	[Enemies] Ardin Golem, Anastasia
Fruit of Another World	[Treasure] Otherworldly Paradise [Enemies] Egregoroi
Ikura	[S] Grellside [Stamp 8]/ [Enemies] Damned Trooper, Nation Star
Salmon Roe Rice Bowl (Ikura Don)	[D] Rice + Ikura (9G) / [Enemy] Emerald Modified
Meteorite	[Treasure] Otherworldly Paradise / [Enemy] Kwakuwa, Bearmonarcos
Imperial Egg	[D] Clear Core + Strange Gear (197G) / [Enemy] Serdik, Horn Borer, Melande Schelt
Week Check	[S] Zavet / [Treasure] Fendel Highlands
Warlock Cloak	[S] Village of Ammarcia / [Treasure] Zo'on Cage 4
Exposed	[D] Venomous Needle + Torn Page (10G) / [Treasure] Baronia Castle Hidden Passage, Zo'on Cage 3
Uzushio Shell	[Treasure] Fendel Iceberg Ruins / [Enemy] Granitetortoise, Tortoise, Bazaaritoise / [Light] Strata Great Desert - East
Eel	[S] Zavet [Stamp 4] / [Enemy] Marmaloast Tortoise
Umeboshi (pickled plum)	[S] Rant [Stamp 2] / [Treasure] Rant's Backhill Cliff Base (Childhood) / [Enemy] Elite Guard / [Talk] Rant (Childhood) (Grandmother) Ra
Moisture-enriching crystal	[D] Water of Absolution + Common Metal (7G) / [Treasure] Grellside Highway, Zo'on Cage 3
Scale	[Treasure] West Rant Road / [Enemy] Fossil Lizard, Lizard / [Light] South Paronia Highway
Scaled Crystal	[D] Hard Scale + Common Metal (10G) / [Treasure] Fendel Border Zone, Zooon Cage 3
Sharp Tooth	[Enemies] Anastasia, Eremia-Labtul (Eremiaarabtul), Karkos Wolf, Giant Bat, Nyx Shade, Flambettle, Maze Lizard, Mega Ross Lizard
Exis Sphere	[Treasure] Zooon Cage B
Energy Bottle C	[S] Belanic [Stamp 3*] Shuttle [Stamp 2*], Telos Astyu [Stamp 2*] / [Treasure] Behind the hillcliff of Rant, Seaside Cave, Strata Great Desert - East, Fendel Mountain Tunnel, Fendel Government Tower, Cornell Research Facility, Lambda, Galdia Shaft (Upper), Zooon Cage 4·6·10 Zavet
Energy Bottle EX	[S] Belanic [Stamp 6*] Shuttle [Stamp 6*] Telos Astyu [Stamp 6*] / [Treasure] Oswell Treasury, Sand-Buried Ruins, Galdia Shaft (Middle), Zooon Cage 4·6·10 / [D] Energy Bottle C + Knight's Spring (125G) / [Quest] Baronia
Enasphere	[Treasure] Zooon Cage 5
Everlight	[D] Luminous Core + Darkness Liquid (408G)
Shrimp	[S] Grelside [Stamp 3] / [Enemies] Granite Tortoise, Green Slime
Neck ornament	[D] Hard Scale + Whirlpool Shell (69G)
Lushly Growing Crystals	[D] Nameless Fruit + Torn Page (9G) / [Treasure] Old Grel Road, Zooon Cage 3
Rice with tea broth (ochazuke)	[D] Rice + Tea Leaves (3G)
Oden (Japanese mixed simmered dish)	[D] Karkos Egg (4G)
Rice ball (Onigiri)	[D] Rice + Nori (4G) / [Enemy] Commander / [Story] Paronia (Knight School Student)
Omelette	[D] Tomato + Egg (5G) / [Treasure] Zo'on Cage 2
Broken Blade	[Treasure] Sneak Laboratory / [Enemy] Elite Guard, Goblin Karori, Dunne Goblin, Plateau Goblin / [Light] Fender Highlands
[Ka-row]	
Car Check	[S] Telos Astyu / [Treasure] Snow-locked Ruins
Kaiga's Script	[D46] Kaiga's Script
Shell	[Treasure] West Rant Road / [Enemy] Country Star, Tortoise, Nation Star / [Light] South Paronia Road
Fire Washing Cloth	[D] Finest Fur + Dragon Scale (298G) / [Enemy] Gaaga, Kanhel, Nuprikesun
Chipped Claw	[Treasure] Oren Forest / [Enemy] Cave Ravtlor, Stag Beetle, Nail Spider Bat
Hard Scale	[Enemy] Uragand Dragon, Granito Tortoise, Fossil Lizard, Michieri Dragon, Lizard, Wyvern / [Light] Fender Mountain Tunnel
Formless Crystal	[D] Dangerous Liquid + Rare Metal (14G) / [Treasure] Zavēt Mountain, Zo'on Cage 3

Item name	Acquisition location, acquisition method
Crab	[S] Zavēt [Stamp 3] / [Treasure] South Harbor of Beranic, Grellside, Zavēt, Sōon Keiji 9 / [Enemies] Grath Wolf, Sea Slime, General, Dragoon, Havalry Marmaloast Turtle
Pumpkin	[Enemy] Porcher / [D52] Pumpkin
Chamomile	[S] Village of Anmalthia [Stamp 4*] / [Treasure] Zo'on Cage 3, 8, 9 / [Enemies] Queen Slime / [Light] Mount Zavēt, Road to the Frozen Se [Quest] Village of Anmalthia
Karitakunāru	[Treasure] Zo'on Cage 3 / Travel 37
Curry	[D] Spice Set + Vegetable Set (45G) / [Treasure] Zo'on Cage 5
Cantarella	[D] Instant-Death Needle + Secret Fruit (223G) / [Enemies] Prisoma, Mandraphilia
Knight's Spring	[D] Fire + Icicle (74G)
Fanged Crystal	[D] Sharp Tooth + Common Metal (10G) / [Treasure] Inside Rock Gagan, Zo'on Cage 3
Strange 肉	[D] Clay + Soft Stone (709G) / [Treasure] Oswell Treasury
Cabbage	[Enemy] Ubuyilibat, Haguwar / [D48] Cabbage
Giant's Shield	[Enemy] Preloader Duster
Mighty Crystal	[D] Dragon Scale + Rare Metal (29G) / [Treasure] Zo-on Cage 3
Seafood Set	[S] Kamenin Shop [Stamp 8] / [Talk] Beranic (Boy)
Clean Feather	[Treasure] Zavet Mountain / [Enemy] Kaaka, Strateim, Dezer Eagle, Night Eagle, Harpy, Baruif Harpy / [Light] Strata Great Desert - West
Rotten Sword	[Treasure] Basis Military Base / [Enemy] Adamas Weapon Sigma, Kenturio, Smaragdos Weapon, Pawol, Meisos Eye, Luphi Weapon, ???(C) / [Light] District 13
Kubinagāi	[Treasure] Zo-on Cage 3 / Travel 48
Gummy Fruit	[Enemy] Comis Demon, Stag Beetle, Sneak Goblin, Dunne Goblin, Harpy, Petit Puri, Plateau Goblin, Prikodama, Puri Sabote Purinjin, Mandratan, Razor Bee, ??? (B) / [D04] Gummy Fruit / [Light] Various Points
Noble Crystal	[D] Rusted Sword + Clay (20G) / [Treasure] Zo-on Cage 3
Ground Dark	[S] Shuttle [Stamp 10*], Telos Astyu [Stamp 10*] / [Treasure] Zo-on Cage 10 / Travel 55
Gratin	[D] Chicken + Cheese (12G) / [Treasure] So-on Cage 1
Clear Core	[Treasure] Ruins Buried in Sand / [Enemies] Cryeian Golem, Smaragd Weapon, Phobos Eye, Mermant Ghost / [Light] Untamed Snow Road
Cloak	[S] Baronia, Sable Izore [Stamp 10] / [Treasure] Zo'on Cage 4 / Sheria Initial Equipment
Black ring	[D] Dragon Scale + Instant-Death Needle (258G) / [Enemies] Agathion, Inturo, Uridishim, Poron
Corrupted Sword	[Enemy] Sigma
Fur	[Treasure] North Rant Road / [Enemies] Eagle, Uriboa, Wolf, Fake Apple, Breary Eagle, Bear, Bear Leader Boar / [Light] North Baronia R
Phantom Beast Scale	[Treasure] Rastakanan (Lower Level) / [Enemies] Erensuge, Hatuibuwari
Core Dust	[Treasure] Royal Capital Underground / [Enemies] Water Elemental, Dusk Shade, Bat Ghost, Rat Ghost / [Light] East Rant Highway
Core Fragment	[Treasure] Strata Great Desert West / [Enemies] Zaryashade, Bat Ghost, Fue Elemental, Marmant Ghost, Ryoto Elemental
Imperial Family Crest	[D] Rare Metal + Imperial Egg (680G) / [Treasure] Oswell Treasury
Emperor's Claw	[Treasure] Area 66 / [Enemies] Alduyna, Igrace Spider, Escaton Wyvern, Eremia Raptor, Karkos Wolf, Giga Speetru, Gloom Beetle, Chimbeon Boar, Naos Raptor, Ridnik Raptor / [Light] Zavét Mountain
Wasteland Eye	[D] Water Spirit Shell + Clear Core (211G) / [Enemies] Cosmo Star, Balor
Top-Secret Fruit	[Treasure] Rastakanan (Lower Layer) / [Enemies] Grief Eye, Chimera Beetle, Minuit Shade
Consolidated crystals	[D] Dangerous Liquid + Clay (16G) / [Treasure] Wallbridge Underground Ruins, Zo-on Cage 3
Sacred Tree	[Enemies] Shield Trent, Ruin Goblin
White Lead (Gofun)	[D] Shells + Stone Materials (34G)
Common Metal	[Enemies] Avacuum / [D58] Treasure Heap
Croquette	[D] Potato + Minced Meat (9G)
Broken Gear	[Enemies] Marksman / [Light] Grel Old Road
[Sa-row]	
Salmon	[S] Zavét [Stamp 1] / [Treasure] Zavét Contact Port / [Enemies] Osso, Commander, Damned Trooper Bear Bear Kamandel, Bear Saldard, Bear Bastard, Bear Monarcos
Sharp Tooth	[Treasure] Wind Engine Ruins / [Enemies] Giant Bat, Maze Lizard, Legend Wyvern
Highest-grade Fur	[Treasure] Area 13 / [Enemy] Ovinnik, Grātwolf, Skia Eagle, Holkeukamui / [Light] Untrodden Desert
Rusty Nail	[Treasure] South Palonia Road / [Enemies] Forest Goblin, Foot Soldier / [Light] West Rant Road
Saffron	[S] Grellside [Stamp 6*] / [Treasure] Zo-on Cage 258 / [Enemies] Baron Bat / [Light] South Palonia Road, Grellside Road, Old Grell Road [Request] Grellside
Sandwich	[D] Bread + Lettuce (4G)
Seal Check	[S] Telos Asty / [Treasure] Untouched Snow Path
Stew	[D] Vegetable Set + Milk (25G)
Marbled Steak	[D] Special Beef + Carrot (18G)
Potato	[Enemies] Gerran Golem, Ciel Trant / [D23] Potato
Fur of a Spring Night's Moment	[Enemies] Ovinnik, Horukeukamui
High-quality Fur	[Treasure] Fendel Borderlands / [Enemies] Glaet Wolf, Sabre Boar, Strateim, Fake Apple, Fake Bastake, Bear Saldado, Lance Speak / [Light] Strata Rocky Desert
Upper stone	[Treasure] Strata Great Desert West / [Enemies] Fu Elemental, Maritza Golem, Ryot Elemental / [Light] Fendel Borderlands

Item Name	Acquisition Location, Acquisition Method
Silk Cloak	[S] Lant / [Treasure] Zo-on Cage 4 / Pascal Starting Equipment
Ring of White	[D] Sharp Teeth + Incredible Bone (164G) / [Enemies] Uridishim, Crow Kluwakh
White Wine	[S] Yuriberute [Stamp 5] / [Treasure] Yuriberute Northern Port, Oswell Treasury / [Enemies] Wizard, Pantera, Faria, Marchios Demon
Salt of Truth	[D31] Rock of Truth [D43] Kara Well
Water Spirit Shell	[Treasure] Ruins Buried in Sand / [Enemy] Marmalo Stortas / [Light] District 66
Amazing Bone	[Treasure] District 66 / [Enemies] Garene Dragon, Chimpyon Boar, Nyx Shade, Progonos Wyvern, Bear Camandale / [Light] Zavett Mountain
Too Amazing	[Treasure] Rastakanan (Lower Layer) / [Enemies] Garene Dragon, Geboa
Steel Edge	[S] Grel Side, Kamenin Shop, Zavett [Stamp 10] / [Treasure] Zo'on Cage 7 / Malik Starting Equipment
Steel Staff	[S] Grel Side, Kamenin Shop / [Treasure] Zo'on Cage 8 / Pascal Starting Equipment
Steel Saber	[S] Grel Side, Kamenin Shop
Steel Sword	[S] Grel Side, Kamenin Shop / [Treasure] Zo'on Cage 5
Steel Knife	[S] Grel Side, Kamenin Shop / [Treasure] Zo'on Cage 1 / [Request] Baronia
Steel Plate	[S] Grel Side, Kamenin Shop / [Treasure] Zo'on Cage 10
Steel Wrist	[S] Grel Side, Kamenin Shop / [Treasure] Zo-on Cage 9
Steak	[D] Beef + Carrot (9G) / [Enemy] Reaper
Stone Check	[S] Yuriberte / [Treasure] Strata Great Desert - West
Strata Sapoten	[D32] Strata Sapoten
Strange Gear	[Treasure] Basis Military Base / [Enemy] Adamas Weapon Welites, Equites, Gerran Golem, Kenturio, Subfeel Weapon, Chure Nitank, Minugear, Radarl Gear / [Light] Uncharted Snow Path
Spice Set	[S] Kamenin Shop [Stamp 6] / [Treasure] Strata Great Desert - East / [Enemy] Fake Pastake / [Talk] Seible Izore (Researcher)
Special Beef	[S] Kamenin Shop [Stamp 4] / [Enemy] Dracorn Ghost
Sumibiyaki (charcoal-grilled)	[Treasure] Zo-on Cage 3 / Travel 16
Slow Knife	[S] Paronia, Lant / [Treasure] Zo-on Cage 1 / Sheria Initial Equipment
Slow Check	[S] Orleil / [Treasure] Grel Old Highway
Sage	[S] Palonia [Stamp 6*], Rant [Stamp 3*] / [Treasure] Zo-on Cage 4·6·7·10 Fendel Glacier Ruins [Future], Elemental Research Institute / [Light] East Rant Highway, West Rant Road, North Rant Road, North Baronia Road, South Palonia Highway / [Dependence] Rant
Holy Wood's Golden Branch	[Treasure] Cornell Research Facility / [Enemies] Vizaby, Wilbius, Eldra Trent, Cielo Trent, Mandratté, Ruin Goblin / [Light] Path to the Icy Sea
Spirit Mask	[D] Straight-grained wood + clean feather (89G) / [Enemy] Erisso
Stone Material	[Enemy] Water Elemental / [Light] Old Grell Road
Killing Needle	[Treasure] Wind Engine Ruins / [Enemies] Gun Spider, Pantagruel, Mechby
Savory	[S] Beranic [Stamp 2*] Zavēt [Stamp 6*] / [Treasure] Zo'on Cage 2, 3, 58 / [Light] Fendel Borderlands, Fendel Mountain Tunnel, Fendel Highlands / [Request] Beranic
Instant Death Needle	[Enemies] Alduina, Gun Spider, Drevannon Spider, Pantagruel, Pillar-B Mechby
[Ta-row]	
Darkness Liquid	[Enemies] Bionslime, Pudding Rover
Thai	[S] Zavēt [Stamp 5] / [Treasure] Zo'on Cage 7 / [Enemies] Goup Carover, Prilo Duster, Malik
Daikon	[Enemies] Damned Fighter, Butcher / [D51] Daikon
Egg	[S] Sable Isolée [Stamp 4] / [Treasure] Baronia (childhood), Baronia, West Port of Lant, Zo'on Cage 2 / [Enemies] Axe Peak, Kaka, Gun Spider, Gevoa, Skia Eagle, Damned Guard, Chunchun, Hunter, Piyo Piyo, piyo piyo, Butcher, Bow Shooter, Lance Beak, Rinche
Damascus Steel	[D] Rotten Sword + Dangerous Liquid (181G) / [Enemies] Gildeptus, Bolycarpos, Mokkul Karlvi
Onion	[S] Or-Reille [Stamp 2] / [Treasure] Yuriberte / [Enemies] Sabre Boar Damned Shooter, Drevannon Spider, Pantagruel, Fossil Lizard, Minugia, Moose Scorpion, Mursierago / [Talk] Or-Reille (Uncle)
Cod	[S] Zaveth [Stamp 2] / [Enemies] Bazarit Tortois, Merman Ghost
Mere Bones	[Treasure] North Rant Road / [Enemies] Pair Leader / [Light] North Rant Road
Cheese	[S] Seible Izore [Stamp 1] / [Treasure] Strata Great Desert East Yuriberte / [Enemies] Oglubat, Grief Eye, Durl Scorpion, Phobos Eye, Pudding Rover, Ryubi Weapon, Rinche / [Talk] Yuriberte (Maid)
Cheeseburger	[D] Hamburger + Cheese (95G)
Torn Page	[D33] A Hard Book
Chicken	[S] Seible Izore [Stamp 5] / [Treasure] Zoo-on Cage 1 / [Enemies] Wolf, Soro, Desert Eagle, Naos Raptor, Night Eagle, Hagwal, Biyobiyo, Flambettle, Lancepeak, Legend Wyvern
Bloody Crystal	[D] Broken Blade + Rare Metal (14G) / [Treasure] Zo-on Cage 3
Fried Rice	[D] Rice + Egg (3G)
Tea Leaves	[Enemy] Vizabby Sergeant, Mandraneese, Mechbee / [D13] Tea Field
Earth-Shaking Crystal	[D] Holy Tree's Golden Branch + Clay (20G) / [Treasure] Zo-on Cage 3
Chocolate	[Enemy] Keimorn Herby, Digger Paruif Herby, Mono / [D53] Fountain of Chocolate
Created Crystal	[D] Gear + Rare Metal (16G) / [Treasure] Road to the Ice Sea, So-on Cage 3
Fishing Rod	[D] Wood Fragment + Chipped Claw (27G) / [Enemy] Bear Bastard
Diosphere	[Treasure] Zo-on Cage 9

Item Name	Acquisition location, acquisition method
Tesser Sphere	[Treasure] Zo-ôn Cage 1
Dangerous Liquid	[Treasure] Snow-Sealed Ruins, Wind Engine Ruins / [Enemies] Welytes, Equites, Seanys Slime, Bions Slime, Phobos Eye, Mesos Eye, Melan Slime, Rusty Crawler, ??? (C) / [Light] District 13
Tenchi Hiro (Tenchi Hiro)	[D] Hihiirokane + Damascus Steel (663G)
Tofu	[S] Shuttle [Stamp 1], Telos Astyus [Stamp 1] / [Treasure] District 13 / [Enemies] Eschaton Wyvern, Damned Shooter, Melan Slime/ [D66] Large Oke
Torius Sphere	[Treasure] Zo-ôn Cage 2
Pointed Tooth	[Treasure] Unopened Snowy Path / [Enemies] Ubui-Ribat, Old Bat, Ogrubat / [Light] Strata Great Desert - West
Pointed Claw	[Treasure] Unopened snowy road / [Enemies] Iglass Spider, Gloom Beetle, Cave Raptor, Dool Scorpion, Ridneek Crabtor / [Light] Fendel Mountain Tunnel
Poison Seaweed	[D17] Blue Seaweed
Poison Sting	[Treasure] Behind Rant's hill / [Enemies] Nails Spider, Bee, Moose Scorpion, Razor Bee / [Light] Grelside Highway
Earthen Spirit Vessel	[Treasure] Snow-sealed ruins / [Enemies] Cryeine Golem, Gerran Golem, Dormir Golem / [Light] District 66
Tomato	[S] Baronia [Stamp 3] / [Enemies] Wizard, Old Bat, Damned Guard / [Talk] Paronia (Childhood) (Windle Soldier)
Dragon Blood	[S] Beranic [Stamp 10*] / [Treasure] Zo-on Cage 6 / Travel 55
[N-row]	
Decent Bone	[Treasure] Fendel Iceberg Ruins / [Enemies] Bear Camandale, Bear Saldard / [Light] Strata Great Desert · East
Nasu,	[S] Kamenin Shop [Stamp 3] / [Enemy] Mandratteté
Mysterious Liquid	[Treasure] Royal Capital Underground / [Enemies] Green Slime, Rover / [Light] Grelside Highway
Nattō	[S] Shuttle [Stamp 5], Telos Asty [Stamp 5] / [Treasure] District 66 / [Enemies] Prikodama / [D66] Large Oke
Natto Rice	[D] Rice + Natto (62G)
Nameless	[Treasure] Hinterhill of Rant / [Enemies] Petit Puri, Purininge, Mandragora, Mandranice / [Light] East Rant Road
nikkawa	[D] Mere Bone + Fur (29G)
Carrot	[Enemies] Adamas Weapon, Damned Fighter, Purininge, Maze Lizard, Rover / [D26] Carrot
plush toy	[D] Balloon Flower Fluff + Balloon Cloth (802G)
Clay	[D70] Unfulfilled Wish
Nori (seaweed)	[S] Rant (Childhood), Or-Reilleu [Stamp 1] / [Treasure] West Rant Road (Childhood), Paronia (Childhood), Paronia / [Enemies] Eldra Trent, Quaquwa, Dusk Shade, Fighter / [Talk] Paronia Contact Port (Childhood) (Traveler), Baronia Contact Port (Travele
[H-row]	
Burning Check	[S] Grelldside / [Treasure] Wallbridge Underground Ruins
Pie Sheet	[S] Baronia [Stamp 4] / [Treasure] Baronia (Childhood), North Baronia Road, Baronia, Paronia Port, Zavet Port / [Enemies] Osso, Gatito, Skirmisher, Trooper / [Talk] Paronia (Mother)
Gear	[Treasure] Sneak Laboratory / [Enemies] Subfield Weapon, Chuley Tank, Primankagia, Maritza Golem, Ladarl Gear / [Light] Fenderu Plains
Basta	[S] Grelldside [Stamp 1] / [Treasure] North Baronia Road, South Paronia Road, Grelldside / [Enemies] Egregoroy, Erisso, Damned Guard, Hunter / [Talk] Rant Lord Mansion (Guestroom Maid)
Missed Stick	[D] Stick per unit + Otherworld Fruit (34,464G)
Battle Edge	[S] Beranik, Anmaltia Village, Seible Isore [Stamp 3] / [Treasure] Zo'on Cage 7
Battle Staff	[S] Beranik, Zavet, Orreilleu [Stamp 4] / [Treasure] Zo'on Cage 8 / [Request] Arena Island / Travel 62
Battle Sword	[S] Beranik, Anmaltia Village, Grellside [Stamp 4] / [Treasure] Zo'on Cage 5 / [Request] Arena Island / Travel 63
Battle Knife	[S] Beranik, Anmaltia Village, Lant [Stamp 5] / [Treasure] So'on Cage 1 / Travel 63
Battle Plate	[S] Beranik, Baronia [Stamp 5] / [Treasure] So'on Cage 10
Battle List	[S] Yuriberte, Beranik, Zavet / [Treasure] So'on Cage 9 / [Request] Beranik
Panacea Bottle	[S] Various Shops / [Treasure] Behind the cliff of Lant, Royal Capital Underground, Wallbridge Underground Ruins, Sneak Laboratory, Fendel Glacier Ruins, Basis Military Base, Ozwell Treasury, Galdia Shaft (middle layer) / [Enemies] Arsona, Ardain Golem, Intruo, Wizard, Uridishim, Nur Bodeju, Hubert? Budawang, Mandrafiri / [Talk] South Paronia Road (G
Banana	[Treasure] Zo'on Cage 8 / [Enemies] Dunne Goblin, Mandratant, Mono / [D37] Desert Banana
Feather	[Treasure] East Lant Road, South Baronia Road / [Enemies] Axepeak, Eagle, Chunchun, Dezert Eagle, Night Eagle, Harby, Piyo Piyo Prairie Eagle / [Talk] Baronia (Childhood) (Grandmother) / [Light] West Lant Road
Quill	[D] Clean Feather + Sharp Tooth (79G) / [Enemies] Victoria, Hildisviny
Wingable Crystal	[D] Clean Feather + Torn Page (11G) / [Treasure] StratA Rock Desert, Zo-on Cage 3
Paralytick (Paralay Check)	[S] Baronia / [Treasure] South Baronia Road
Balloon Cloth	[D] Balloon Flower Fluff + Corrosive Agent (250G) / [Enemy] Laoelwulf
Bread	[S] Baronia [Stamp 1] / [Treasure] Baronia Contact Port (Childhood), Baronia Contact Port, East Rant Road / [Enemies] Grief Eye, Bow Sl
Hamburger	[D] Hamburg Steak + Bread (28G)
Hamburg (Salisbury steak)	[D] Onion + Minced Meat (9G) / Travel 63
Progress Chart of All Things	[S] Secret Fruit + Holy Tree Golden Branch (263G) / [Enemies] Nul Bodeju, Mastema
Beef	[S] Baronia [Stamp 2] / [Treasure] North Baronia Road (Childhood), Oswell Treasury / [Enemies] Elensge, Cave Raptor, Comis Demon, Thief, Dam Fighter, Teegre, Dracon Ghost, Proto Veles, Bear Leader, ??? (B)
Light-Shining Crystal	[D] Clear Core + Hihiirokane (29G) / [Treasure] Zo-on Cage 3
Hikarimono	[Treasure] Zo'on Cage 3 / Travel 35
Glowing Fruit	[D] Core Dust + Nameless Fruit (28G)

Item name	Acquisition location, acquisition method
Hihiirokane	[D73] Heart of Stone
Secret Fruit	[Treasure] District 13 / [Enemies] Eldra Trent, Himera Beetle Prickodama, Proserpina, Marchios Demon, Mandra Tate
Pure Bright	[S] Nekonin Village [Stamp 10*] / [Treasure] Zo-on Cage 4 / Travel 55
Ice-Eroding Crystal	[D] Rare Metal + Icicle (16G) / [Treasure] Zo-on Cage 3
Icicle	[D59] Rainbow Icicle
Beautiful Feather	[Treasure] Cornell Research Facility / [Enemies] Keimon Harpy, Skiar Eagle, Valif Harpy, Porse Eagle, Marto Peak, Minui Shade
Boom Sainen	[Light] Path to the Ice Sea [Treasure] Zo-on Cage 3
Balloon Flower Cotton	[D20] Balloon Flower Cotton
Raging Crystal	[D] Beautiful Feather + Clay (25G) / [Treasure] Strata Great Desert West, Zo'on Cage 3
Corrosive Medicine	[D] Venomous Needle + Dangerous Liquid (74G) / [Enemy] Mursierago
Grapes	[S] Yuriberute [Stamp 1] / [Enemy] Pantera, Fariar / [Light] Fendel Borderlands, Fendel Mountain Tunnel, Fendel Plateau, Zavet Mountain, Road to the Frozen Sea, Uncharted Snow Path, District 13, District 66
Platinum Edge	[S] Zavet / [Treasure] Fendel Iceberg Ruins, Zo'on Cage 7
Platinum Staff	[S] Village of Anmarchia / [Treasure] Zo'on Cage 8 / Travel 62
Platinum Sword	[S] Zavet / [Treasure] Zo'on Cage 5
Platinum Knife	[S] Zavet / [Treasure] Zo'on Cage 1
Platinum Blade	[S] Village of Anmarchia / [Treasure] Zo'on Cage 2 / [Request] Village of Anmarchia
Platinum Plate	[S] Zavēt / [Treasure] Zo-on Cage 10 / [Request] Zavēt
Platinum Wristguard	[S] Anmarchia Village / [Treasure] Zo-on Cage 9
Black Cloak	[S] Beranic, Yuriberte (Stamp 3) / [Treasure] So-on Cage 4 / [Request] Beranic
Freeze check	[S] Beranic / [Treasure] Strata Desert Ruins
Pudding	[D] Milk + Egg (4G) / [Treasure] Zo-on Cage 8 / [Enemy] Poacher
Verbena	[S] Orleil [Stamp 8*] Sable Izore [Stamp 6*], Yuriberte [Stamp 6*] / [Treasure] Zo-on Cage 1, 2, 7; Wind Engine Ruins; Fendel Iceberg Ruins [Future] / [Enemy] Solanus [Light] Strata Rocky Desert, Strata Great Desert — East, Strata Great Desert — West, Strata berte
Pendesphere	[Treasure] Zo-on Cage 7
Poison Check	[S] Rant / [Treasure] Under the Rear Mountain Cliff of Rant
Bork	[S] Or-Reil [Stamp 3] / [Treasure] Rant (Childhood), North Paronia Road, Rant / [Enemy] Ulagan Dragon, Saber Boar, Turi Basilisk, Bandet, Forest Goblin, Proto-Veres, Boar, Ridniq Crabtor, Wyvern
Ruthless Crystal	[D] Hihi-Irokane + Fire (20G) / [Treasure] Zo-on Cage 3
Bone Key	[D] Uzushio Shell + Decent Bone (66G) / [Enemies] Nuprikesun, Havalley
Flame	[D41] Ancient Embers
Cracked Teeth	[Treasure] East Rant Road / [Enemies] Old Bat, Ogrubbat, Tiny Wolf / [Light] North Rant Path
White Cloak	[S] Grellside, Kamenin Shop / [Treasure] Zo-on Cage 4
[Ma-row]	
Mapo Tofu	[D] Minced Meat + Tofu (28G)
Tuna	[S] Or-Reiu [Stamp 5] / [Enemy] Michieri Dragon
Quarter-sawn wood	[Treasure] Mount Zavet / [Enemy] Trent / [Light] Fendel Border Region
Mastery C	[S] Beranic [Stamp 1*] / [Treasure] Seaside Cave, Baronia Castle Hidden Passage, Untrodden Desert, Wallbridge Underground Ruins, Base, Gardia Shaft (Upper), Zo-on Cage 4, 6, 10 / [Request] Grellside
Mastery EX	[S] Beranic [Stamp 4*] / [Treasure] Oswell Treasury, Sand-Buried Ruins, Gardia Shaft (Middle), Zo-on Cage 4, 6, 10 / [D] Mastary C+ Knight's Spring (31G) / [Request] Or-Reiu
Demon's Claw	[Treasure] Otherworldly Paradise [Enemies] Egregoroi
Meat Sauce	[D] Pasta + Minced Meat (8G)
Light-blue dangerous liquid	[D] Poison Seaweed + Chanterelle (710G) / [Treasure] Oswell Treasury / [Enemies] Arsona, Tharmus, Yulizen, Luva
Mystic Cloak	[S] Shuttle, Telos Astyu
Water-Lurking Crystal	[D] Uzushio Shell + Common Metal (11G) / [Treasure] Zo-on Cage 3
Mithril Edge	[S] Shuttle, Telos Astyu / [Treasure] Zo-on Cage 7
Mithril Cloak	[S] Shuttle, Telos Astyu / [Treasure] Zo-on Cage 4
Mithril Staff	[S] Shuttle, Telos Astu / [Treasure] Zo-on Cage 8 / Travel 62
Mithril Sword	[S] Shuttle, Telos Astyu / [Treasure] Zo-on Cage 5
Mithril Knife	[S] Shuttle, Telos Astyu / [Treasure] Zo-on Cage 1 / [Request] Telos Astyu
Mithril Blade	[S] Shuttle, Telos Astyu / [Treasure] Zo-on Cage 2
Mithril Plate	[S] Shuttle, Telos Astyu / [Treasure] Zo-on Cage 10
Mithril Wrist	[S] Shuttle, Telos Astyu / [Treasure] Zo-on Cage 9 / [Enemy] Lambda
Miso	[S] Shuttle [Stamp 7], Telos Astu [Stamp 7] / [D66] Large Basin
Milk	[Treasure] Beranic, Ammarcia Village, Unexplored Snowy Road / [Enemies] Kaimon Harpy, Digger, Puddingrover / [D09] Windle Ox

Item name	Acquisition Location, Acquisition Method
Minced Meat	[S] Kamenin Shop [Stamp 1] / [Treasure] District 13 / [Enemies] Erisso, Karkos Wolf, Giant Bat, Damned Shooter, Dormir Golem, Bion Slime, Bandit, Misos Eye, Minuit Shade, Murciélago, Rusty Crawler, ??? (C) / [Story] Old Woman of Grellside
Taciturn Crystal	[D] Earth Spirit Vessel + Hihiirokane (36G) / [Treasure] Zo'on Cage 3
Nameless Fruit	[Treasure] Fendel Borderlands / [Enemies] Prisabote, Mandragora, Mandratant / [Light] Strata Rock Desert
Melon	[S] Rant (after Travel 56)
Atonement Water	[D11] Water of Pardon
Venomous Needle	[Treasure] Underground Government Tower / [Enemies] Dull Scorpion, Pillar Bee, Moose Scorpion / [Light] Strata Great Desert - North
Blazing Crystal	[D] Fire + Torn Page (9G) / [Treasure] Strata Great Desert - East, Zo-on Cage 3
Shard	[Treasure] Oren Forest / [Enemies] Trent, Budling / [Light] North Baronia Road
Momo	[Treasure] Oswell Treasury / [Enemies] Gatito, Grom Beetle, Goblin Karori, Skirmisher, Sneak Goblin, Plateau Goblin, Marchios Demon / [D45] Peach Tree / [Light] Strata Rocky Desert, Strata Great Desert - East, Strata Great Desert - West, Strata Great Desert - North, Uncharted Desert
Morino Flower	[D12] Morino Flower
[Ya-row]	
Yakisoba	[D] Pasta + Pork (7G)
Grilled Chicken Bowl (Yakitori Don)	[D] Rice + Chicken (6G) / [Treasure] Zo'on Cage 1 / [Request] Baronia / [Enemy] Gentle Eel
Vegetable Set	[S] Kamenin Shop [Stamp 5] / [Treasure] Strata Great Desert - East, Beranik, Untrodden Snow Path / [Talk] Sable Izole's Cook
Creeping Crystal	[D] Possessed Crystal + Torn Page (32G) / [Treasure] Wallbridge, Zo'on Cage 3 / [Enemy] Lambda
Soft Stone	[D] Dangerous Liquid + Earth Sprite Vessel (218G) / [Enemy] Arsona, Veles, Thermus, Puorukka, Yulizen, Luva
Enchanting Feather	[Treasure] Rastakanan (Upper Layer) / [Enemy] Tubos Harpy, Boss Eagle
[Ra-row]	
Rice	[S] Lant (Childhood), Lant [Stamp 1] / [Treasure] West Lant Road (Childhood), Baronia (Childhood), West Lant Road, Lant West Port, Orleiyu, Zavete , District 66 / [Enemy] Anastasia, Vizaby, Ovinik, Gigant Beetle, Sargent; Soro, Damned Trooper Dragoon, Nyx Shade, Bat Ghost, Havary, Chimera Beetle, Fighter, Petit Pri, Pri Bloom, Ruin Goblin / [Talk] Contact Port to Baronia (Childhood) (Child) Contact Port to Baronia (Child)
Lavender	[S] Nekonin Village [Stamp 2*] / [Treasure] Zo'on Cage 1, 2, 6, 7 / Machinery Ruins / [Enemy] Pale Parasite, Male Parasite / [Light] District 66 / [Request] Nekonin Village
Dragon Scale	[Enemy] Escaton Wyvern, Erensuge, Tulip Lizard, Naos Raptor, Hatuibwari, Progonos Wyvern, Michieri Dragon [Light] Untrodden Desert
Apple	[Enemy] Stag Beetle, Trooper, Trent, Fake Apple, Razor Bee / [D01] Apple Tree / [Light] East Lant Highway, West Lant Road, North Lant Road, North Baronia Road, South Baronia Highway, Grelside Highway, Old Grel Highway
Rune Edge	[S] Orleiyu / [Treasure] Zo'on Cage 7 / [Request] Or-Reiyu
Rune Cloak	[S] Seible Izore / [Treasure] Zo-on Cage 4 / [Request] Seible Izore
Rune Staff	[S] Seible Izore / [Treasure] Zo-on Cage 8 / Travel 62
Rune Sword	[S] Or Reiyu / [Treasure] Zo-on Cage 5
Rune Knife	[S] Yuriberute / [Treasure] Zo-on Cage 1 / [Request] Yuriberute
Rune Blade	[S] Yuriberute / [Treasure] Zo-on Cage 2 / Hubert (Youth) Starting Equipment
Rune Plate	[S] Yuriberute / [Treasure] Zo-on Cage 10 / [Request] Yuriberute
Rune Wrist	[S] Seible Izore / [Treasure] Zo-on Cage 9 / [Request] Seible Izore
Luminous Core	[Treasure] Rastakanan (Upper Layer) / [Enemies] Auxilia, Ewocatūs, Hoplites
Rare Edge	[S] Zaveto [Stamp 7] / [Treasure] Zo-on Cage 7
Rare Cloak	[S] Seible Izore [Stamp 7] / [Treasure] Zo-on Cage 4
Rare Staff	[S] Grellside [Stamp 7] / [Treasure] Zo-on Cage 8 / Travel 62
Rare Sword	[S] Kamenin Shop [Stamp 7] / [Treasure] Zooon Cage 5 / [Request] Nekonin Village
Rare Knife	[S] Lant [Stamp 8] / [Treasure] Zooon Cage 1
Rare Blade	[S] Yuriberte [Stamp 7] / [Treasure] Zooon Cage 2
Rare Plate	[S] Paronia [Stamp 7] Yuriberte [Stamp 7] / [Treasure] Zooon Cage 10 / [Request] Lant
Rare Metal	[D63] Graveyard of Rusted Machines
Rare List	[S] Ammalchia Village [Stamp 6] / [Treasure] Zooon Cage 9
Possessed Crystal	[D] Core Fragment + Torn Page (9G) / [Treasure] Strata Desert Ruins, Zooon Cage 3
Leather Plate	[S] Baronia / [Treasure] Zooon Cage 10
Lettuce	[S] Lant [Stamp 4] / [Treasure] Port of Contact to Baronia (Childhood), Port of Contact to Paronia
Rosemary	[S] Shuttle [Stamp 3*], Telos Astu [Stamp 3*] / [Treasure] Zooon Cage 1, 27, 9; Strata Desert Ruins [Future]; Element Research Institute rcurius / [Light] District 13 / [Request] Telos Astu
Rotende Uraal Rail	[Treasure] Zooon Cage 3 / [Request] Grellside
Longsword	[S] Paronia, Kamenin Shop [Stamp 10]/ [Treasure] Zo-on Cage 5/ Asper (Adolescence) Starting Equipment

Discovery Data

Introducing data related to Discoveries installed around the world. Some items can only be obtained via Discoveries, so you may need to visit repeatedly to execute Dualize. Remember the locations.

+ How to Read Discovery Data +

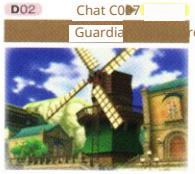
1 Discovery No.
The sequential number of the discovery in the Discovery Book

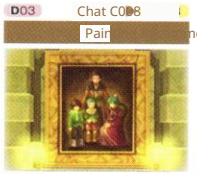
2 Trigger Chat
The number of the groovy chat that occurs when the discovery is found (→P376)

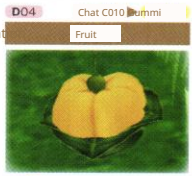
3 Name
Discovery Name

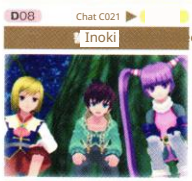
4 Location
Name of the map where the discovery is placed

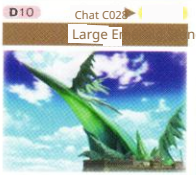
5 Item
Items obtainable by checking the discovery. Once obtained, you can obtain them again by leaving and re-entering that map after a

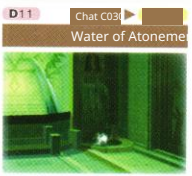


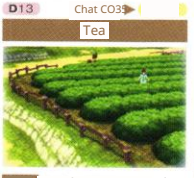


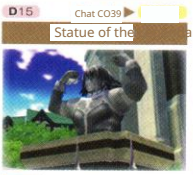


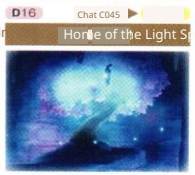




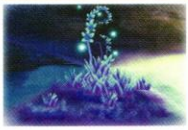








D17 Chat C04
Poisonous Seawe



Location: Seaside Cav
Item: Seaweed

D18 Chat C048
Remnants
ict

Location: North Rant Road (→P217)
Item: –

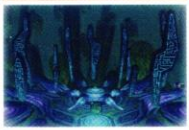
D19 Chat C051
Bones of Son
Large

Location: Royal Capital Underground (→P225)
Item: –

D20 Chat C052
Balloon Morning Glory Fluff

Location: South Baronia Road (→P228)
Item: Balloon Flower Fluff

D21 Chat C055
Visual D



Location: Wallbridge Underground Ruins (→P229)
Item –

D22 Chat C056
幕間C Sto

Location: Wallbridge Underground Ruins (→P229)
Item -

D23 Chat C058
Potato

Location: Seaside Road (→P230)
Item: Potato

D24 Chat C06
Bell of

Location: Grellside (→P232)
Item –

D25 Chat C062
Washed-up L

Location Grellside (→P232)
Item -

D26 Chat C064
Carrot

Location Grell Old Road (→P234)
Item Carrot

D27 Chat C068
Three-H
ar Plur

Location: Wallbridge (→P238)
Items –

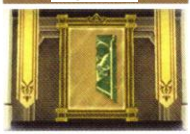
D28 Chat C06
Nameless Pers
mbstone

Location: Royal Capital Underground (→P225)
Item: –

D29 Chat C074
The Two

Location: Baronia Castle Hidden Passage (→P241)
Item –

D30 Chat C075
Flag of the Be



Location: Baronia Castle (→P242)
Item –

D31 Chat C089
Rock of

Location: Orreille (→P253)
Item: Salt of Truth

D32 Chat C091
Strata Cactus

Location: Strata Rocky Desert (→P254)
Item: Strata Cactus

D33 Chat C093
Sturdy B

Location Sable Isola (→P256)
Item Torn Page

D34 Chat C095
Sleepi

Location Sable Isola (P256)
Item –

D35 Chat C098
Golden Smile

Location Inside Rockgagan (→P258)
Item –

D36 Chat C10
Largest, Hard
ellular

Location Rock Gagan Inside (→P258)
Item –

D37 Chat C10
Desert Banana

Location Strata Great Desert East (→P262)
Item Banana

D38 Chat C104
Mahā

Location: Yuriberte (→P262)
Item –

D39 Chat C10
Comfortable de
nan

Location Yuriberte (→P261)
Item –

D40 Chat C11
Pers

Location Strata Great Desert West (→P263)
Item-

D41 Chat C112
Embers of Antiquity

Location: Strata Desert R
Item Fire

D42 Chat C115
Great A one

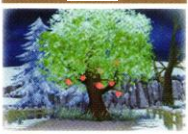
Location Strata Desert Ruins (→P264)
Item –

D43 Chat C118
Kara Well

Location Strata Great Desert North (→P266)
Item True Salt

D44 Chat C123
Warrior's

Location Arena Island (→P271)
Item –

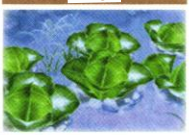
D45 Chat C126
Peach T

Locati Fendel Borderlands (→P276)
Item Peach

D46 Chat C130
Kaiga's Scr

Location Beranic (→P277)
Item Kaiga's Script

D47 Chat C133
Ice

Location Fendel Mountain Tunnel (→P278)
Item –

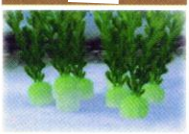
D48 Chat C134
Cabbage

Location Fendel Plateau (→P279)
Item Cabbage

D49 Chat C137
The unseen pipe over t ere

Locati Zavet (→P281)
Items –

D50 Chat C139
Matryoshka-style items

Location Zavet (→P281)
Items –

D51 Chat C142
Daikon

Location Mount Zavet (→P282)
Item Daikon

D52 Chat C143
Pumpkin

Location Mount Zavet (→P282)
Item Pumpkin

D53 Chat C146
Chocolate Fountain

Location: Anmulchia Village (→P285)
Item: Chocolate

D54 Chat C148
Robot Bed

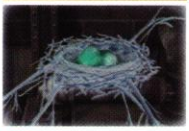
Location: Anmulchia Village (→P285)
Items –

D55 Chat C151
Element Relo evice

Loca Sneak Laboratory (→P286)
Item –

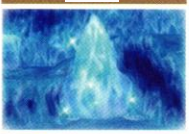
D56 Chat C152
In hand

Location: Sneak Laboratory (→P287)
Item –

D57 Chat C161
Ice Nest

Locati Fendel Government Tower (→P291)
Item –

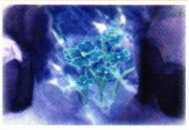
D58 Chat C162
Treasu n

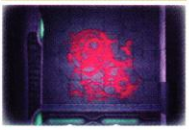
Location Fendel Government Tower (→P291)
Item Common Metal

D59 Chat C166
Rainbo

Locati Fendel Glacier Ruins (→P294)
Item Icicle

D60 Chat C168
Great Red Lotus St

Locatio Fendel Iceberg Ruins (→P295)
Item –

D61 Chat C183
Ice-Sinking Flowe

Locati Untamed Snowy Path (→P303)
Items –

D62 Chat C187
Longing for ometow

Location Snow-Sealed Ruins (→P304)
Item –

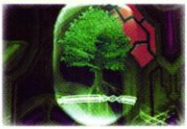
D63 Chat C188
The Graveyard ayed M

Location: Ruins Sealed by Snow (→P305)
Item: Rare Metal

D64 Chat C195
Eternal

Location: Telos Astyu (→P308)
Item: –

D65 Chat C196
Green Hope

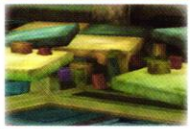


Location: Telos Asty (→P308)
Items –

D66 Chat C198
Large Tub

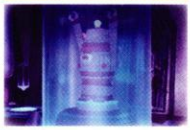
Location: Telos Asty (→P308)
Items: Tofu, Natto, Miso

D67 Chat C200
Worn Building Blocks



Location: Cornell Research Facility (→P318)
Item –

D68 Chat C201
Tarlow X



Location: Cornell Research Facility (→P318)
Item –

D69 Chat C205
Secret Base

Location: District 13 (→P307)
Items –

D70 Chat C207
Unfulfilled

Location: Area 66 (→P315)
Item: Clay

D71 Chat C208
Rank Insignia

P&

Victory Lines Collection

Here I have collected the colorful lines that ally characters utter when they win a battle.
If you can sense each character's personality from their lines and interactions, you will be able to enjoy this work even more.

Pay attention to lines at the end of battle

The victory lines at the end of battle are chosen at random depending on the allied characters who participated in the battle. Some lines require that a specific title or costume be equipped, so check the listed trigger conditions and listen to various lines. Note that if a role-play costume is equipped, the lines will be those of the character being impersonated. If you impersonate Richard, you can hear Richard's lines even in the latter half of the main story where he is absent.

Victory Lines (Solo)

Victory lines spoken alone by allied characters. Try to listen to all of them, paying attention to the trigger conditions.

Character	Victory voice	Trigger Conditions
Asbel (childhood)	All right!/Okay! We won! It's our victory!/Wow, that was close...!	None in particular
	Am I actually pretty strong?	Win within 10 seconds
	Whoa~ That was dangerous~!	Win while HP gauge is flashing
Hubert (childhood)	That was scary~!/Come on, let's go home—it's not scary. not scary...!/D-don't come any closer~	None in particular
	Huh? Oh, is it over?	Win within 10 seconds
	Brother, let's go home already...!	Victory while the HP gauge is flashing
Richard (Childhood)	That's about it — it's over, right?/Victory, I guess/ Well, no problem.	Nothing in particular
	Everything is too slow, impossible, impossible.	Win within 10 seconds
	So this is real combat...!	Win while HP gauge is flashing
Asbel	I was sloppy in the end! I can't afford to lose ! / Come on, let's hurry up!/Before this sword (tsurugi), nothing in particular There are no enemies!	
	I ended up cutting something boring... just kidding	Win within 10 seconds
	Somehow, it worked out...!	Win while HP gauge is flashing
	I'm getting stronger!	Level Up
	This is the true strength of someone who's survived countless battles!	Equip one of the titles "Soldier of Small Wisdom", "General of Small Righteousness", "Lord of G
	I haven't fought many enemies for nothing	Equip one of the titles "Enemy Researcher", "Enemy Chief", "Enemy Mayor", or "Enemy Secreta
	I'll defeat more enemies and forge my weapons!	Equip one of the titles "Weapons Craftsman", "Weapon Roller", or "Supreme Weapon Living Na
	This is the sword to reclaim the kingdom!	Equip the title "Sword to Reclaim the Kingdom"
	Don't underestimate the Flash Swordsman!	Equip the title "Flash Swordsman"
	I am Asbel Lhant...!	Equip Suzaku Kururugi's costume
Sophie	We won't let you interfere with us! / It seems there are no other enemies I... I wonder if I was any help at all... / We were able to win thanks to everyone's cooperation!	None in particular
	Huh? It's over?	Win within 10 seconds
	Is everyone safe? Thank goodness.....	Win while HP gauge is flashing
	Let's keep going like this.....	Level Up
	I want to hear more from everyone.....	Equip one of the titles "Chatter Lover", "Chatter Freak", "Chatter Maniac", or "Chatter Completer" Equip one of the titles "Jogging Runner", "Road Runner", "Marathon Runner", or "Planet Runner"
	The end..... So, shall we all walk?	
	Insomnia..... nonstop.....	Equip one of the titles "Battle Fighter", "Battle Howler", or "Battle Vice Rain"
	Cheater! ..... Wait, what?	Equipped with the title "Choromakasha"
	This fist cannot be stopped by anyone.....	Equipped with the title "High Saber"
	I found it, mine.	Equipped C.C.'s costume
	~I want to protect~ being protected~ ♪	Equipped Hatsune Miku's costume
	~♪ (the above is a hum)	Equipped Hatsune Miku's costume

Character	Victory voice	Trigger Conditions
Hubert	Well, is this a passing grade...? You did fairly well, didn't you, everyone? / There are several points I would like to point out, but let's accept it / You should give it your all. ……Could it be that it was that just now?	None in particular
	Even one person was enough, wasn't it?	Win within 10 seconds
	This is unbearable to look at...!	Win while HP gauge is flashing
	There's nothing particularly surprising... isn't that so?	None in particular
	I will identify all the treasures in this world!	Equip one of the titles "Collector Novice", "Collector Intermediate", "Collector Advanced", or "Walking Collector"
	This is the power of money!	Equip one of the titles "Saver", "Wealthy", "Tycoon", or "Hidden Vault"
	Use the money we earned here right away to improve our equipment. Even if you keep it, it won't do any good—give it here!	Equip one of the titles "Buyer", "Two-Handed Buyer" (Ryōtedenibuyer), or "Everyday Buyer"
	Do not forget the name of this Twin-Sword Knight! And never show your face again!	Equip the title "Item Hunter"
		Equip the title "Twin-Sword Knight"
Sheria	I'm glad everything ended safely, that's the most important thing!/Do your best next time, too—	
	Let's go! With this, we should be... fine for a while, right?	
	With this power, I will protect everyone...!	
	Piece of cake, piece of cake ♪	Win within 10 seconds
	Everyone, are your injuries okay...?	Win while HP gauge is flashing
	I'll prove that I can be useful too...!	Level Up
	I'm heading straight out to look for new ingredients!	Equip one of the titles "Culinary Researcher", "Gourmet Connoisseur", "Ultimate Chef", or "Supremely Filled Cooking King". Equip one of the titles "Little Caretaker", "Moderate Caretaker", "Great Caretaker", or "Caretaker Empress".
	I will solve your troubles.	
	I just can't stop collecting stamps.	Equip one of the titles "Skilled Shopper", "Shopping Charisma", or "Shopping God Sister".
	Shall we proceed gracefully? Oh ho ho ho...something like that.	Equip the title "Commander".
	The fact that you were there... that was your downfall.	Equip the title "Force Smasher".
Richard	Is that your full strength? How boring. ..!/You're in the way, go away!/I don't care about your circumstances!/There won't be a second time, disperse at once!	None in particular
	You can't even buy time? How disappointing.	Win within 10 seconds
	Ugh...! My body isn't feeling right...!	Win while HP gauge is flashing
	Become stronger.....! To the point of needing no one else's help...!	Level Up
	"Farewell! If you come near, I'll cut you down! Rest quietly!/Well done!"	Lineage Toward the Future
	"I won't let you interfere!"	"Win within 10 seconds in the 'Lineage to the Future' chapter"
	"What on earth!"	"Win in the 'Lineage to the Future' chapter while the HP gauge is flashing
	"Our will will not waver!"	Level up"
	"Apple gummies! Only those prepared to be sold can sell them!"	"Equip Zero's costume"
Malik	"This is what happens when you misjudge someone's ability / Stand in our way"	
	"You're still not good enough to get angry / You'll have to start over from basic training"	
	Is that so? Aren't you doing pretty well?	
	Oh? Did you get a bit overenthusiastic?	Win within 10 seconds
	Someone said it: on the battlefield, the winner is justice, right?	Win while HP gauge is flashing
	We can still go further...!	Level Up
	Aiming for uncharted秘境, we	Equip one of the titles "Agent", "Explorer", "World Seeker", or "Discoverist"
	press on! The convenience of	Equip one of the titles "Eres Button", "Eres Potter", "Eres Pottist", or "Eres Grand Gentleman"
	Erespot is no joke. Come to	Equip one of the titles "Traveler of Time", "Time Encounterer", or "Time Ambitionist"
	think of it, I have lived too	Equip the title "Combo Kaiser"
	long... This is the true power of the Combo Kaiser. If it's about academy's weaknesses, feel free to ask.	Equip the title "Trait Gentleman"
Pascal	What a pity, so close~♪ / Your cause of defeat, that was vanity! No, wait... / This is...!	None in particular
	Could it be that I'm cool? / I dedicate this victory to the neighbor ladies...!	
	Huh, once again, I have won...!	Win within 10 seconds
	Hold on a moment! This is unacceptable.....!	Win while HP gauge is flashing
	Stronger and stronger! .....That is exactly it! .....ah, well, whatever	Level Up
	Dualize is great, isn't it ♪ It's amazing ♪	Equip one of the titles "Formacist", "Creator", "Alchemist", or "Dualizer" Equip one of the titles "Treasure Seeker", "Treasure Searcher", "Treasure Broker", or "Trejenosaider"
	There isn't a treasure chest I can't find!	
	All mankind are brothers ♪	Equip one of the titles "Town Celebrity", "National Celebrity", or "World Pascal"
	If it's a sharp strike, leave it to me♪	Equip the title "Criticalist"
	The outcome of the match depends on maintaining the fortune of the time.	Equip the title "Trait Gentleman"
	Hey, Pascal, my dream is to become an Iriomote cat	Equip the Toro costume

Victory Lines (Interplay)

Victory lines delivered by multiple allies. Note that they will not trigger unless all par
are present.

Participating Characters	Character	Lines
Asbel (Childhood), Sophie (Childhood)	Asbel (Childhood)	Sophie is strong—wow! Where did she learn a technique like that?
	Sophie (Childhood)	Where? .....Where could it be?
Asbel (Childhood), Hubert (Childhood)	Asbel (Childhood)	We are the invincible brothers!
	Hubert (Childhood)	It would be better if we didn't come where the enemies are~
Asbel (Childhood), Richard (Childhood)	Richard (Childhood)	Amazing, Asbel.
	Asbel (Childhood)	W-well, leave it to me!
Sophie (Childhood), Hubert (Childhood)	Hubert (Childhood)	Whee~ That was scary~
	Sophie (Childhood)	Not really scared
Sophie (childhood), Richard (childhood)	Hubert (childhood)	U~
	Richard (childhood)	You are strong.....
	Sophie (childhood)	Strong..... Strong what...?
Asbel, Sophie	Asbel	In front of us!
	Asbel & Sophie	There are no enemies!
Asbel, Hubert (Chart No.039)	Asbel	Well done, Hubert!
	Hubert	...Yes, that's right
Asbel, Hubert (From Chart No.085)	Asbel	Don't do it, Hubert!
	Hubert	.....Well, brother, you weren't bad either.
Asbel Sheria (From Chart No.065)	Sheria	This is Asbel's swordsmanship...!
	Asbel	Yeah! With this, I'll protect everyone!
Asbel, Richard	Asbel	I'll protect Richard!
	Richard	.....I can vaguely remember, those days.....
Asbel Richard	Asbel	Richard, you've honed your swordsmanship!
	Richard	Ha, not as much as you. Asbel
Asbel Malik	Asbel	Well done, Instructor!
	Malik	Ah, Asbel, you were quite good too.
Asbel Malik (Remove Malik's armor up to Chart No.026 ※ from Chart No.059 onward)	Malik	I have one question: why are you taking off my armor?
	Asbel	No, well..... it's not my decision.....
Asbel Malik (Asbel equips .hack//Haseo's costume)	Malik	You've grown stronger. ... Much more than back then.
	Asbel	I had no choice but to become stronger. It's thanks to the instructor.
Asbel Pascal PICK UP ❶	Pascal	Yaaay!! I did it!! Tropical yahoo—woohoo!!
	Asper	How excited are you going to get.....
Sophie, Hubert PICK UP ❷	Hubert	Know your place!
	Sophie	Hubert is impressive, isn't he?
	Hubert	Ugh! ...Damn, it's hard to explain...!

PICK UP ❶

Pascal: "Yay!!" Yatta—!!

Pascal: "Tropical yaho~i!!"

Asbel: "Just how excited are you...?"

PICK UP ❷

Hubert: "Know your place!"

Sophie: "Hubert, you're so admirable."

Hubert: "Ugh!" "••••••Damn, this is hard to explain...!"

Participating Characters	Character	Lines
	Sophie	Why does Hubert wear glasses?
Sophie, Hubert PICK UP 3	Hubert	Because his eyesight is poor.
	Sophie	Are they an enemy? Is it scary?
	Hubert	Can someone please help me.....
Sophie, Cheria	Cheria	You did it, Sophie!
	Sophie	You did it, Cheria!
	Sophie	Richard, you're injured.....
Sophie, Richard	Richard	No, it's fine, don't worry about it...
	Sophie	Is Richard okay?
Sophie, Richard	Richard	You saved me, Sophy
	Malik	You're coming the day before yesterday, right?
Sophy, Malik	Sophie	I am Sophy from two days later. I time-traveled to today.
	Sophie	Wasn't it said that Lambda would be the last to use this technique?
Sophie, Malik PICK UP 4	Malik	.....Ah, that's right. After that day, I sealed the "Eternal Serenyade"
	Sophy	Oh, so it's a different technique
	Sophy	Pascal is amazing
Sophy, Pascal	Pascal	Oh? Have you finally realized how great I am? Then let's celebrate with a high-five... hu
	Sophy	Pascal, what does "carefree" mean?
Sophy, Pascal	Pascal	It's a god's special skill to make the weather the same every day
	Sophie	Pascal is so amazing
	Pascal	Why does Sophie have twin-tails?
	Sophy	Twin tails?····
Sophy, Pascal PICK UP 5	Pascal	The thing on the head
	Sophy	This? The instructor said it was so he could fly through the sky.
	Pascal	So that's how it is—
	Hubert	There are times when fighting feels futile...
	Cheria	Hubert.....
Hubert, Sheria	Hubert	The enemies here yield little loot! It's inefficient!
	Cheria	Hey!

PICK UP 3

Sophie: "Why does Hubert wear glasses?"

Hubert: "Because my eyesight is poor."

Sophie: "Is it an enemy? Are you scared?"
Hubert: "Can someone please help me....."

PICK UP 4

Sophie: "You said Lambda was the last time we used this technique, right?"

Malik: "..... Yes, that's right. After that day, we sealed the 'Eternal Ce re-nyade'."

Sophie: "I see — so it's a different technique."

PICK UP 5

Pascal: "Why does Sophie have twin tails?"
Sophie: "Twin tail?"

Pascal: "I mean that thing on your head."

Sophie: "This? The instructor said it's to fly in the sky."
Pascal: "Oh, so that's how it is—"

Participating Characters	Character	Lines
Hubert, Sheria	Sheria	I never would have thought that Hubert would become this strong.
	Hubert	Ahem... I shouldn't talk about the past in front of others...
Hubert, Malik	Hubert	I must admit your ability.
	Malik	Huh, not very straightforward.
Hubert, Pascal	Hubert	If only you hadn't made that final mistake, it would have been perfect.
	Pascal	No~ flattering me won't get you anything, you know?
	Hubert	You really are something...!
Hubert, Pascal PICK UP 6	Hubert	It was troublesome for both my older brother and Sheria, wasn't it?
	Pascal	Is it that Asbel's clothing is long and Shelia's skirt is short?
	Hubert	That's completely different!
Shelia, Richard (Shelia equips Karen Kōzuki's costume)	Shelia	I was set up as sickly until just a little while ago...
	Richard	Sickly persona!?
Shelia, Pascal	Pascal	Suddenly, there's something I seriously ponder about.....
	Shelia	About what?
	Pascal	How should one go about thinking seriously?
	Shelia	Ah— I see...
Shelia, Pascal	Pascal	Amazing knife skills. What else are you hiding?
	Shelia	I'm not hiding anything!
Richard, Malik	Richard	As expected of Asbel's master.
	Malik	Your Majesty, your skill does not seem to have dulled either.
Richard, Pascal PICK UP 7	Richard	Sometimes I find myself jealous of Vaskar.
	Pascal	I see... I'm sorry I couldn't notice it...
	Richard	No, it's not that I particularly want that staff.
	Pascal	I just came up with a new technique...!
	Malik	I see.
Malik, Pascal PICK UP 8	Pascal	Toss a peach gummy to distract the enemy, and while they're occupied...!
	Malik	While they're occupied?
	Pascal	Eat an apple gummy!
	Malik	I recommend doing the opposite.

PICK UP 6

Hubert: "Your brother and Cheria are a handful, aren't they?"

Pascal: "That Asbel's clothes are too long and Cheria's skirt is too short?"

Hubert: "That's completely different!"

PICK UP 7

Richard: "Sometimes I find myself jealous of you, Pascal."

Pascal: "That so:: I'm sorry I couldn't notice..."

Richard: "No, it's not that I particularly want that staff, you see

PICK UP 8

Pascal: "I've come up with a new technique.....!"
Malik: "Oh?"

Pascal: "Throw a peach gummy to distract the enemy!"
Malik: "Distract them?"

Pascal: "Eat an apple gummy!"
Malik: "I would recommend the opposite."

Participating Characters	Characters	Lines
Asbel, Sophie, Hubert PICK UP 9 (Victory within 5 seconds)	Hubert	It was settled in an instant.
	Sophie	"How long is an 'instant'?"
	Asbel	"About less than a second."
	Sophie	Hubert lied.
	Hubert	(Thi—, ho, ta—chi—) ..... !)
Asbel, Sofi Sheria PICK UP 10	Sophie	Why is Asbel completely white? Are you wearing clothes?
	Asbel	Is it this? Um, well, that is...
	Asbel	That's it, I just thought of something!
	Sheria	It's so long!
Asbel, Sophie, Richard	Asbel	Me and you!
	Richard	Me and!
	Sophie	In front of me!
	The three of them	There are no enemies!
Asbel, Sophie, Malik PICK UP 11	Sophie	You're strong, Asbel
	Asbel	Not really!
	Malik	You've really come into your own!
	Sophie	I said I'm not
	Asbel	Eh~.....
Asbel, Sophie, Malik	Malik	Even in battle, do not forget your manners.
	Sophie	Mm
	Asbel	No, that's not it.
	Sophie	Like this?
	Asbel	No, well, whatever...
Asbel, Hubert, Cheria	Asbel	The Rant brothers, appear!
	Hubert	Honestly, such children...
	Asbel	What the—, Cheria's not very enthusiastic either...
	Cheria	Eh, me?
	Asbel	Of course, right?
	Cheria	...This innocence is sometimes infuriating...!

PICK UP 9

Hubert: "It was settled in an instant."

Sophie: "How many seconds is an instant?"
Asbel: "Less than a second, I'd say."

Sophy: "Hubert lied"
Hubert (These people are...!)

PICK UP 10

Sophie: "Why is Asbel wearing all white clothes?"
Asbel: "This? Uh, well, that's..."

Asbel: "That's right!"

Asbel: "I thought of something!"
Cheria: "Too long!"

PICK UP 11

Sophy: "You're strong, Asbel."
Asbel: "Not really!"

Malik: "You've become quite capable yourself!"

Sophy: "He's not that great."
Asbel: "Uhh..."

Participating Characters	Character	Lines
Asbel, Hubert, Sheria PICK UP 12	Asbel	Suddenly, I regret things from the past...
	Cheria	Asbel...
	Asbel	About the raise in pocket money—why couldn't I have pushed harder...
	Except Asbel	(Hey!)
Asbel, Hubert, Cheria (Fendel Region Only)	Asbel	It's cold...
	Hubert	Yes...
	Sheria	Really.....
	The three of us	Huh...
Asbel, Hubert, Malik	Malik	Your skill has improved, but you still have a long way to go.
	Asbel	Because, Hubert
	Hubert	Isn't that about older brother?
	Malik	From my point of view, it's both.
	Everyone except Malik	Whoa.....
Asbel, Hubert, Malik PICK UP 13	Malik	That weapon is rather distinctive.
	Hubert	It is military secret of Strata. I cannot tell you.
	Malik	No, I pretty much understand now.
	[illegible]	Huh? Um, well...
Asbel Shalia Malik PICK UP 14	[illegible]	You sure like to panic,
	Malik	don't you... Are you okay, Sheria? Can you stand?
	Sheria	(Ah...)
	[illegible]	(If only Asbel had this kindness...)
Asbel Shalia, Pascal (Strata region only)	[illegible]	It's hot...
	Sheria	Yeah...
	[illegible]	Really.....
	The three of us	Ha.....
Asbel, Malik, Pascal	Asbel	This is our true power!
	Pascal	Huh? I was just brushing it off lightly
	Malik	Asbel, is that all the power you have?
	Asbel	Eh.....

Hubert

PICK UP 12

Asbel: "Sometimes, I suddenly regret things from the past..."
Cheria: "Asbel..."

Asbel: "About raising my pocket money—why couldn't I have held out longer?"
Hubert: "Because..."

Hubert: (Hey!)
Cheria: (Hey!)

PICK UP 13

Malik: "That weapon is rather distinctive."
Hubert: "It's a Strat military secret. I can't tell you."

Malik: "No, I already mostly understand."

Hubert: "Huh? Um, wait a moment..."
Asbel: "You sure like to panic, don't you..."

PICK UP 14

Malik: "Are you okay, Sheria? Can you stand?"

Sheria (ah.....)

Scheria (If only Asbel had this kindness too.....)

Participating Characters	Character	Lines
	Malik	Sophie. You should learn more about the world.
	Sophie	Yeah.
Sophie Sheria Malik	Sheria	So what did you learn?
	Sophie	Yeah. Yesterday...
	Sheria	Huh? Instructor, why are you running away?
	Pascal	Phew...
Sophy, Cheria, Pascal PICK UP 15	Cheria	Pascal is troubled...!
	Sophy	She's torn over whether to eat 10 Banana Bites or 12 of them.
	Cheria	Ah— I see...
	Sophy	The instructor is tall, isn't he? Why?
Sophy, Hubert, Malick. PICK UP 16	Malick	That's so he can reach apples more easily.
	Sophy	I see.
	Hubert	Please don't tell lies so boldly.....
	Pascal	We did it, Sophie! Wait, huh, she's not here.
Sophie, Malik, Pascal.	Malik	They sensed danger and went ahead.
	Asbel	We are!
Asbel, Sophie, Hubert, Cheria.	Everyone except Hubert	I won't lose!!
	Hubert	Waaaa! I'll step on you, I'll step on you!
	Sheria	Everyone, let's be more aware of teamwork?
	Sophie	Teamwork?
Asbel, Sophie, Hubert, Cheria	Asbel	It's about cooperation among comrades.
	Hubert	I agree with that. Right away, let's start ····· I'll put it down on paper now...
	Asbel	with the daily training menu — the type who starts from form...
	Asbel	We are!
Asbel, Sophie, Gheria, Malik	The four of us	I won't lose!!
	Asbel	We are!
	Aspel	I won't lose!
Asbel, Sophie, Cheria, Pascal PICK UP 17	Sheria	I won't lose
	Pascal	I won't be discouraged
	Sophy	I won't fall down
	Asbel	Even if we aren't all together, I won't cry...

PICK UP 15

Pascal: "Phew..."
Cheria: "Pascal is troubled...!"

Sophie: "He's troubled about whether to eat 10 banana pies or 12 banana pies"

Cheria: "Oh, I see..."

PICK UP 16

Sophie: "The instructor is tall, huh? Why?"
Malik: "That's so it's easier to pick apples."

Sophie: "I see."

Hubert: 'Please don't lie so boldly...'

PICK UP 17

Asbel: "We won't lose!"
Cheria: "We won't lose either."

Pascal "I Won't Be Discouraged"
"Sophie: 'I won't fall over.'

Asbel: "I won't cry even if things don't line up....."

Participating Characters	Character	Lines
	Asbel	We will not
	Asbel	be defeated!
Asbel, Sophie, Sheena, Pascal (A female character is wearing The Idolmaster costume)	Sheria	I won't lose
	Asbel	I won't be discouraged
	Sophie	I won't fall down
	Asbel	Even if we aren't all together, I won't cry...
	Malik	I knew it, but we don't have enough hands for healing.
	Hubert	Are you dissatisfied with me?
Asbel Hubert, Richard, Malik	Richard	Well, please don't blame him.
	Asbel	We should protect Hubert.
	Hubert	What kind of presumptuous attitude is that?!
	Asbel	Let's go... we!
Asbel, Hubert, Richard, Malik	Hubert	Hubert: "(All three at the same time)" Major Hubert Oswell, Third Intelligence Division of the Stratada Republic, Counter-V
PICK UP 18	Malik (all three together)	Malik Scissors, Special Military Attaché to the President of the Fendell Empire and Ho
	Richard (all three together)	Richard, the eldest son and current king, and former King Ferdinand IV of the Windo
	Asbel	
	Asbel	Curry sure is delicious!
	Hubert	Well, I admit it.
Asbel Hubert, Malik, Pascal	Malik	Sea bream chazuke is so mellow, isn't it?
PICK UP 19	Hubert	Is that so?
	Pascal	Hey, hey, there's not enough miso here.
	Hubert	Huh, why are you asking me that now?
	Asbel	We are!
	Malik	I won't lose
Asbel Hubert, Malik, Pascal	Hubert	I won't lose, huh.
	Pascal	You're not going to lose, are you?
	Asbel	They're not coordinating, are they.....
	Pascal	I thought about why enemies don't disappear.
Asbel Hubert, Malik, Pascal	Malik	Hmm.
PICK UP 20	Pascal	In other words, it's the same as human society. There are people who benefit from d
	Asbel	(Not us, right.....)

PICK UP 18

Asbel: "Let's go... we are!"

Hubert: "Strata Republic~" / Malik:
"Attached to the President of the Fendel Empire~" / Richard: "Former Kingdom of Windor~"

Asbel: "Hey!"

PICK UP 19

Asbel: "Curry is tasty, isn't it!"
Hubert: "Well, I admit that."

Malik: "Sea bream chazuke is a refined taste, isn't it."
Hubert: "Is that so?"

Pascal: "Hey, hey, there's not enough miso here."
Hubert: "Huh? Why are you asking me that now?"

PICK UP 20

Pascal: "I thought about why the enemies don't disappear."
Malik: "Hmm."

Pascal: "In other words, it's the same as human society."

Pascal: "There are people who benefit from defeating enemies
Asbel: "That's not us, right.....)"

Participating Characters	Character	Lines
Asbel, Sheria, Malik, Pascal PICK UP 21	Asbel	We are!
	Except Pascal	I won't lose!
	Pascal	It's Pascal
	Sophie	Recently Asbel stopped saying "we"
	Pascal	Ahh
Sophie, Hubert, Sheria, Pascal PICK UP 22	Sheria	Isn't it Pascal's fault?
	Sophie	Shelia was saying something different too.
	Pascal	Hey
	Hubert	Big brother has it tough too...
	Hubert	Yes, we do!
	Except Richard	I won't lose!
	Hubert	You can do it normally, can't you?
Sophie, Hubert, Richard, Pascal	Pascal	You always can. Right?
	Sophie	Right
	Richard	The younger brother has it tough too...
	Richard	As expected, that's a splendid way of fighting
	Sheria	That's not true at all—
Sophie, Sheria, Richard, Pascal PICK UP 2	Sophie	no, no
	Pascal	Well, that does happen, doesn't it?
	Sophie	Common occurrence
	Richard	I'd like to invite you to Baronia's party next time.
	Cheria	What!? For us?
	Sophy	I want to stand on that sparkling stage too...
Sophie, Sheria, Richard, Pascal (Female characters are wearing The Idolmaster costumes Pascal equipped)		Then let's start practicing together as the four of us right away!
	Cheria	OK !
	Sophy	Yeah!
	Richard	Wait a moment!

PICK UP 21

Asbel "We are!"

Everyone except Pascal: "I won't lose!"

Pascal: "I'm Pascal~"

PICK UP 22

Sophie: "Lately Asbel stopped saying 'We are!'"
Pascal: "Ah—"

Sheria: "Isn't it Pascal's fault?"
Sophie: "Sheria said something different too"

Pascal: "Hey"
Hubert: "Big brother has it rough too..."

PICK UP 2

Richard: "As expected, that's a splendid way of fighting."
Shelia: "It's nothing like that—"

Sophie: "No, no."

Pascal: "No, that does happen, right—"
Sophie: "That happens, that happens."

Toward the completion of the book

The various books that serve as guidelines for deep play are not only useful for investigating enemies you have never fought and items you have not yet obtained, but completing a book also has the advantage of earning you grades. Here is the book c

Details of the jump bonus and caution points about easily overlooked enemies and the limit values recorded in the records are introduced.

Even after clearing the game, please continue playing through a second and third p and aim to complete it.

Check 1 12 Types of Books That Grant a Completion Bonus

When you clear the game and start the next playthrough, as a book completion bonus you will receive 100 Grade points for each book you have completed. The eligible books are the 12 types listed in the table on the right. If there are any missing entries, check this guide for how to obtain them and where to find them so you can complete the books. Enemies that are easy to overlook include the Mokkulkarlvi that appears on the Zoon Cage floors and the Prisoma that appears on Floor 8. The Mokkulkarlvi is summoned only once during the battle when the Konjicho's HP is reduced to 50% or less. The Prisoma appears by transforming when Nulbodeju's HP falls to 5% or less. Be careful not to defeat them too quickly in a burst attack before they transform. Also, the Ankaragon that appears in District 13 and District 66 of the "Lineage Toward the Future" arc can be easily missed because it appears on maps you won't pass through if you use the shuttle.

▼ Books Eligible for the Book Completion Bonus

Eligible Books	Entries	Completion Conditions
Collectors	Items	Reach 100% item collection rate
	Cuisine	Reach 100% cuisine collection rate
	Materials	Reach 100% material collection rate
	Weapons	Reach 100% weapon collection rate
	Armor	Reach 100% armor collection rate
	Unique Equipment	Reach 100% unique equipment collection rate
	Gemstones	Reach 100% gem collection rate
	Valuables	Set valuables collection rate to
Enemies	Encounter Rate	Set enemy encounter rate to
Discovery Number Found		100% Set discovery number found to 85
Users	Nature	Register all 54 types of natures
	Chat	Make the "Records" chat collection rate 100%

Check 2 What is the limit for how many records can be displayed?

The limit values displayed in the Users' Book records are as shown in the table on the right. Among these, enemy discovery rate and chat collection rate are subject to the book completion bonuses mentioned above, so you should aim for 100%. The created dishes and discovered natures are the same. When selecting "Carry over and start from the beginning" after clearing, purchasing "Book Carryover" or "Preferred Customer Stamp Carryover" at the Grade Shop will carry over everything in the records except the "Chat Collection Rate" and "Sub-Event Completion Count," so the difficult things to push to their limits are the maximum sell value of equipment and the maximum hit count. Increase the maximum equipment sell value by repeatedly strengthening through Dualize and selling to raise the sell price. For 999 hits, use items like the "Hourglass" or "Arcana Bottle," or aim for it by giving everyone the role title that makes Hubert an easy combo-builder, etc. Note that the number of chests discovered and the number of people spoken to will also increase by playing the Future Lineage chapter multiple times.

▼ Users' Book Record Limits

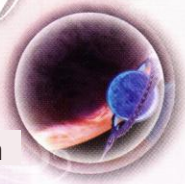
Num		Limit Value
1	Number of Encounters	99999 回
2	Enemy Discovery Rate	100%
3	Maximum Sell Value of Weapon	8999999 Gald
4	Chat Collection Rate	100%
5	Distance Traveled	999.999km
6	Total Battle Time	100 : 00
7	Item Collection Rate	100%
8	Maximum Gald Held	9,999,999 Gald
9	Total Gald Spent	9,999,999 Gald
10	Created Dishes	109 types
11	Number of Sub-Events Completed	83
12	Number of Favorite Customer Stamps	1,000
13	Number of Discoveries Locations	85
14	Energy Consumption	9999999
15	Total Play Time	999 : 59
16	Discovered Properties	54 types
17	Number of chests discovered	5,000
18	Number of people spoken to	1,000
19	Maximum hit count	99 hits

Chapter Five

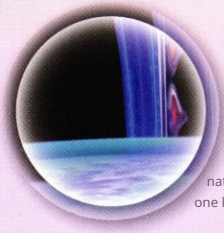
Extra

The world of "Tales of Graces f"

The story of Tales of Graces f is set on the planet Ephinea, rich in nature and blessed by the elements (Eres). Key matters for understanding this work are explored by tracing the relationships among the three nations and the historical background of the two planets, Ephinea and Fodra.



Ephinea and Fodra



The term "world," that is "Ephinea," is a name whose meaning is completed by the existence of its counterpart planet, "Fodra." About a thousand years ago, a portion of the planet's core (Rastalia) was transplanted into Ephinea by Ammalchia, an engineer who sustained Fodra's civilization, and the world was terraformed to a level suitable for human habitation. Shortly thereafter Fodra's civilization perished, and not only its flora and fauna but humanity itself was lost. In contrast, Fodra's environment took root on Ephinea in addition to its native ecosystem, and a distinct culture formed using the legacy of the colonial era. However, today no one knows of Fodra's existence; the origins of Ephinea, and even the fact that the two planets are referred to by these names, are known only to a few descendants of Ammalchia.

エフィネア

Valkiness Crias

Blessing of the Great Luminestone

The greatest achievement brought by Anmultia was the system of element (Eres) circulation using the Great Luminestone (Balkines Crias). Originally, Ephynea had only the "Fire Element" that governed flame. The land was covered with scorching rock, and only a few lifeforms could be seen. However, by transplanting a stellar core and installing the Great Luminestones, elements such as Water and Wind were generated and began to circulate just like on their mother world, Fodra, appearing on the surface as marine resources and plant life. This dramatically improved Ephynea's environment, transforming it into a bountiful land like Fodra in its prosperous era.

Eres Crias

Elements and Luminestones

The elements generated by the core circulate throughout the planet with the Great Luminestones acting as catalysts, stabilizing the environment, being used directly as energy, and serving as the driving force for using radiant arts. Energy that has crystallized into Luminestones (Crias) can be utilized even more easily, and the presence or absence of luminestone veins has become a crucial factor influencing a nation's rise or decline. Although most of Anmultia's knowledge has been lost, the altered environment has taken root as part of Ephynea's natural world. Their descendants call themselves the "Anmultia people" and inherit and use knowledge unavailable to other peoples of Ephynea.

豊穣の星

Text and History

In present-day Ephynea, the three nations of the Kingdom of Windor, the Stratā Republic, and the Fendel Empire each govern their own territories, and although there are cultural differences arising from each country's history and environment, the script used is common to all. This indicates that most of Ephynea's cultural and technological aspects derive from Amnarchia, that is, Fodra, and that an overwhelming influx of technology occurred under the pretext of colonizing Ephynea. Although Fodra as a whole is currently undergoing widespread devastation, remaining pieces of equipment confirm the existence of the same script, suggesting the high level of technology and writ

● Scripts of Ephynea

In Ephynea, not only the spoken language but also the writing system and grammar have been used unchanged from what was br

Unmarchia's Legacy

The most prominent trace of Fodra left by the Anmarchia is the Daikiseki, the cornerstone of Ephinea. However, besides this, there are remnants of advanced civilizations called "ruins" found in various places, such as beneath the Wallbridge fortress that connects Baronia and Grelside, and the wind-engine ruins under Baronia. The full scale of these gigantic structures cannot be comprehended with the current level of culture; like the database device commonly called the "Storehouse of Wisdom" inherited by part of the Anmarchia tribe, it is clear that technologies far more advanced than present-day ones were used.

Countries of Ephinea

In present-day Efinéa, there are three states built around the Great Shards. Calling themselves the Kingdom of Windel, the Republic of Strata, and the Fendel Empire, these three nations originated from communities drawn together by the benefits of the Great Shards and have each continued to develop thanks to the wealth those Shards provide. However, for that very reason, they cannot avoid conflicts with other regions over the production of Shards, which form the backbone of their industries. In fact, the regional disparities in Shard distribution created by the flow of elements have long generated friction between nations. Overcoming the fundamental problem rooted in the nature of the elements—that the Great Shards a country possesses can actually cause depletion of certain elements—is indispensable for elemental utilization and for maintaining a state. Such concerns have

・Complete map of Ephinea

The nations that arose founded on the pyroxene
consider their respective continents to be their territories, but ele

国家の思惑

Windoll ~Guidance of the Sword and Wind~

Windel is a nation that possesses a major wind gemstone, the "Great Verdigris Stone (Gloandi)," and is particularly blessed with the element of wind. Its soil is also fertile, and a large gemstone vein in the northern Landt territory supplies the majority of the country's glitterstone consumption. Perhaps because of this stable environment, the nation itself has an ancient history, with a feudal system and a tradition of "knights" that are not seen in other countries, and recently Ferdinand

It is known that he ruled during the reign of the fourth generation.

Such conservatism and a feudal system that left decisions to each land, with its leisurely provincial structure, on the other hand forced each domain to face foreign pressures independently, making it difficult to achieve domestic unity on foreign affairs. In particular, the Land region borders the economically troubled Fendel, and the long-standing tensions between them escalated into a conflict for the first time in twenty years. With the death in battle of the Land lord Aston and even after the intervention of Strata's army, the situation became one in which the state, as a confederated principality, struggled with its position. Currently, King Richard, who succeeded his father, has been crowned, and Asbel Land, who succeeded as the Land lord, together with Grel...

With Duke Dale, the side lord, at the center, responses to internal and external issues are being prepared.

世界の均衡

Strata ~Blessings of Water in the Desert~

Strata was originally a territory mostly covered by desert. However, thanks to the efforts of later engineers who sought instruction from Anmarchia, its superior gleamstone technology now overcomes even the harsh environment. The citizens' standard of living is exceptionally high, and relentless research has been carried out centered on the academic city of Sable Isola. Ironically, however, the presence of abundant water gleamstone has advanced desertification, and recent failures in the circulation systems have begun to threaten the nation with the concrete problem of elemental shortages. The Strata government leadership has come to consider a sophisticated political decision with an eye on the gleamstone veins in the Lant region of the Windur Kingdom. Nevertheless, Presi

He allied with Duke Serdick, who sought the Windol throne, and launched a military invasion of R

Plotting an attack. Amid the scheming of the various factions, Hubert Oswell—second son of the Landt lord and adopted son of Oswell—was ordered, as Governor of Landt, to effectively occupy his homeland. Together with his elder brother Asbel Landt, he strives to resolve the various problems.

Fendel ~For the Strong Homeland~

Fendel, the northernmost of the three countries, advanced its national development by using the luminescent-stone resources produced by the great fire-luminous stones in steam engine technology. However, fire-luminous stone is difficult to handle, and the development of technologies to replace steam engines lagged behind, so in recent years it has been in a severe economic crisis. As a militaristic state, the country sought to resolve this problem through forceful means—namely, invasion of other countries. In the invasion of Rant twenty years ago, it overwhelmed the Windle-Rant forces, which had at that time expanded their territory to roughly the size of present-day Beranique. It inflicted heavy wounds on the knight order led by Ferdinand IV and on the Grellside militia of the former Lord of Dale, a

However, the energy problems remained unresolved, and the domestic situation became chaotic, with reform movements led by Malik Xizars and Ka its Vessel. At one point, military dictatorship ran unchecked and the people's livelihoods were strained. Currently, under the guidance of a government technology department, technical assistance has been provided by the Ammalchi tribe engineer Fourier, and based on energy extracted from the great fire gem, a major national project to lay hot water lines to each city is being advanced.

Fodra's Colonization Plan

A thousand years ago, the planet Fodra boasted advanced technological capabilities. At that time, further technological innovation, solutions to the then-saturated population problem, and the (not publicly disclosed) fear of depletion of the armatoms became decisive factors in considering colonization of the satellite Efynea. As the first phase of this colonization plan, research into the "star core (Rastalia)" was advanced. Because the elements essential for life are produced from a star's core, it was believed that by transplanting a core, the same environment as the home planet could be readily reproduced. Scholars worldwide launched countermeasure projects to study the supply and circulation of elements. Engineer Anmarchia constructed the Galdia Shaft aiming for the deep s

Cornell ~The "Father" of the Star~

Contrary to initial predictions, an unexpected discovery was made within the star core. The core housed a single primordial life form. Entrusted to the authority in genetic engineering, Cornell, the gaseous mass under study was at first not considered by anyone to be an entity that could be called an intelligent life form. However, Cornell named it "Lambda" and provisionally gave it a humanoid body. Before long, to the bewilderment of many researchers, he recognized a personality in Lambda and began to "raise" it as if it were the child he could not have. Coexisting in him were the desires of a man who wanted to become a family as a "father" and "child," and the researcher's face seeking to find a new possibility for the star core — in other words, a future for the star

星 ラ Su
no 核 タ リ ア

Prologue to Ruin ~The Threat of Lambda~

The research on Lambda initially seemed to proceed smoothly, but eventually a fact emerged that shocked them. Lambda possessed the ability to take control of transplanted tissues and manipulate them at will. This experiment had been carried out forcibly by Emeraud, who at the time served as Cornell's assistant, and Lambda's terrifying power was thought to have caused an unforeseen crisis. In any case, this turmoil became a sufficient threat to call for the termination of the research and the destruction of Lambda. Emeraud turned against his position as Cornell's assistant and became the vanguard of the denunciation against the doctor. He accused the doctor's idea of making Lambda the core of a new star as a blasphemy against life that would shake Fodlan's ecosystem and the roo

フォドラと

Q Lambda's Escape

Using the growing calls from researchers who viewed Lambda as dangerous and demanded the "disposal of the experimental sample" as a pretext, Emeraude detained Cornell. At the same time, she forced the shutdown of Lambda's life-support systems. Lambda barely survived, but the series of incidents triggered a panic that half-ruined the city of Telos Astu out of fear of humans. This completed the narrative that "Lambda is humanity's enemy," and Emeraude, under the banner of a just cause, dispatched combat humanoids against him. Lambda fled to Ephynea with the arriving Cornell. However, when the escape shuttle took off, "father" Cornell had already died.

Emeraude ~Between Researcher and Woman~

The real reason Emeraude, who had been an exemplary assistant, opposed Cornell was neither fear of Lambda's abilities nor a desire to criticize Cornell's ideals. To her, Cornell was more than a mentor—he was a man she cared for. Because she wanted to spend her life with a teacher who had lost his wife and remained childless, she continued to support his research devotedly even after losing the use of her legs due to Cornell's carelessness. For that reason, she could not bear watching Cornell throw himself into Lambda as if to avoid his guilt toward her. "Lambda" had intruded and broken the delicate relationship between her and Cornell. Emeraude relentlessly pursued Lambda as a tool of vengeance against the man who had abandoned her.

However, with Lambda having fled far to Ephynea, pursuit with existing humanoids was impossible. She secretly proceeded with the development of a new humanoid that would enable descent to Ephynea and tracking of Lambda. It needed to adapt to environments different from its home planet, remain conscious of its mission even when far from controllers, operate semi-permanently—or at least reliably until the mission was completed—self-repair from non-fatal damage, correctly recognize and understand its objectives without developing unnecessary emotions, and possess the mindset to accept "self-sacrifice" if necessary. In short, a submissive combat machine.

Little Queen's "Discovery"

Around the time when problems caused by Lambda cells were being discussed, one of the stellar core research institutions, the "Element (Ere s) Laboratory", made a new discovery. In exchange for sacrificing the majority of two separate expedition teams, the surviving members brought back samples that once again contained some form of life. Moreover, unlike the Lambda, this organism clearly had a human appearance. Discovered in the core of Fodra, she was reverently named the "Little Queen" and quietly left to sleep in a cultivation tank. The researchers, bewildered by the unknown lifeform, never once considered that she might have deliberately revealed herself to humans.

Heisu

Development of Protoss 1

It was soon after the discovery of the Little Queen that Emeroad contacted the Element Research Institute director. The stated external reason was to study countermeasures against the monsters spawned by Lambda. In reality, however, this suggested the successful development of a new type of weapon that would effectively annihilate Lambda itself. Based on the data she received, she created a new humanoid. Using existing combat humanoids as a base, she developed a terrifying combat weapon prototype, Protos-1 (Heis), adapted to all environments and equipped with self-repair capabilities. It was a decisive anti-Lambda weapon designed to carry out its mission blindly, equipped with a “counter-annihilation function” that

As humanity's long-cherished wish to eliminate the "Lambda" lifeform, and for Émeraud a rare means to settle a personal grudge, it was at last sent to Ephynea with full preparation.

フォドラ

Heisu

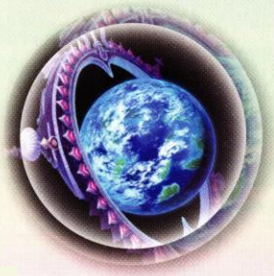
Fateful Showdown: Lambda and Protoss 1

Protoss-1, having descended to Ephynea in pursuit of Lambda, corners the fleeing Lambda using the onboard Lambda detection system. By that time, however, Lambda had already abandoned its humanoid body and grown strong enough to incorporate the elements of Ephynea and even manifest a physical form. The two engage in an extremely fierce battle, but even with combat capabilities specialized against Lambda, Protoss-1 cannot finish it off, and most of her functions are destroyed by an unforeseen power. To undergo self-repair via monomolecular preservation, she enters a centuries-long

I was forced to fall asleep. And Lambda too
Also suffering serious wounds — could it be the Fodran destruction network?
He would vanish without a trace.

Fosuritosu (Fosuritos)

Lambda's Cage — The Compass Band



Lambda's extermination failed, and with Lambda's whereabouts unknown, all research related to Lambda was frozen. Technologies were pooled in an attempt to at least seal Lambda, which had become uncontrollable by human hands. The engineers' collective Anmarchia led and devised a method of trapping the star itself by treating it as a gigantic cage. The Compass Band (Fosuritos), constructed to encircle the entire Efinea, and the water-filled Aqua Barrier. With these forces, Lambda was bound forever to the land of Efinea, and it was no longer able to return to Fodra.

滅亡

The Sunset of Fodra

After the Lambda encirclement was completed on Efinea, the threat seemed to have been dispelled for a time, but soon the world fell into chaos. Creatures implanted with Lambda's tissue successively transformed into monsters and began attacking people. Even though Lambda's main body was far away on Efinea, the despair and rage of being driven from its home caused it to turn organisms containing its cells savage. On Fodra, every effort was marshaled and weapons were repeatedly developed to counter the Lambda-species monsters. However, with elemental energy running scarce and the world already on the road to ruin, it did not take long for the entire planet to head toward collapse.

"Purge" of the Planet

As the world decayed beyond repair, people finally realized that Lambda's calamity was only a consequence — it was humanity's hubris in crossing an inviolable line that had invited destruction. Yet, while acknowledging that "humans themselves were the scourge," they still sought ways to survive and decided to halt the core that was the planet's life. At that moment, the Little Queen rendered her verdict. Like an antibody attacking a pathogen that had overrun a body, she regarded humans as malignant factors for Fodra and judged selfish "humans" unfit to live among the planet's life. Thus humanity was lost from Fodra, and the world died out. The Little Queen remained alone on Fodra, patiently waiting for the time of regeneration.

Lambda's Vessel

Weakened by the battle with Protoss 1, Lambda afterward slipped into the shadows of history and survived unnoticed. After a thousand years on the run, it encountered the young Prince Richard in the dungeons beneath Baronia Castle. At that time Richard was only twelve and caught in a whirlpool of schemes, teetering on the brink of death in his isolation. For Lambda, who could manipulate human hearts, meeting him was a rare opportunity. Perhaps Lambda was also strongly drawn to the same "boy" vessel that "Father" had once given it. In any case, Lambda possessed Richard's body in exchange for saving his life and waited for the day to regain its strength. Seven years later, triggered by an assassination attempt on Richard, Lambda awakened, attuned its mind to his soul, began to manipulate his spirit, and unleashed its baleful pow

Pierce (Earring)

Lastalia

Seeking the Star Core

Lambda feigned understanding of Richard's loneliness and maneuvered him to collect the world's elements. The elements are the source of life and the foundation of prosperity for Efinéa, and Lambda sought them to the point of stripping them away. What Lambda sought was not the destruction of Efinéa nor revenge against Fodra, but a single thing: to obtain a place of rest for itself. That was to return to the star core where it had once been held in the distant past—formerly located in Fodra and now rooted in the life source of Efinéa. This return was his ultimate goal. It was the hope Cornell once saw in him as a new star core. With that memory engraved in his childhood heart and that longing in his chest, Lambda set about corrupting the world to reach the star core. It was also, unconsciously, a way of faithfully kee

星の願い

Asbel and "Living"

Richard and Lambda will both "protect." Placing his hopes in Asbel, who declared this without hesitation, Lambda chooses to live within him—not as Richard nor as Efinéa's core—but as something that dwells inside him. Provokingly claiming that he could strike at any time if he wished, in reality Lambda lent Asbel the strength to uphold his will. This is because Asbel had always sought the "power to protect others." He feared seeing others cry more than being hurt himself, and he strove to protect them with devotion and straightforwardness. That kindness was naively good-natured, foolish, and exasperating, yet it was the same kind of act that his "father" once bestowed upon him. As if approaching the clumsy, boundless kindness that comes from being human, Lambda chose to be with Asbel.

星の孤独

The Essence of the Little Queen

The Little Queen, although possessing a physical body, is essentially the planet Fodra itself, while Lambda was a living being housed in the core of Fodra's star. She judges humans proud from prosperity and regards humanity as a harmful presence to Fodra. To borrow the words left by the director of the Element Research Institute, she is the manifestation of "Fodra's instinct for survival" that destroys diseased cells. Though cultured as a sample, she is only an individual acting as Fodra's representative. She sometimes appears accompanied by kin who share the same face and, as seen when they fuse into the "Fodra Queen," serves as one of countless terminals produced by Fodra itself that transmit the planet's consciousness and self.

Sophie and the Little Queen

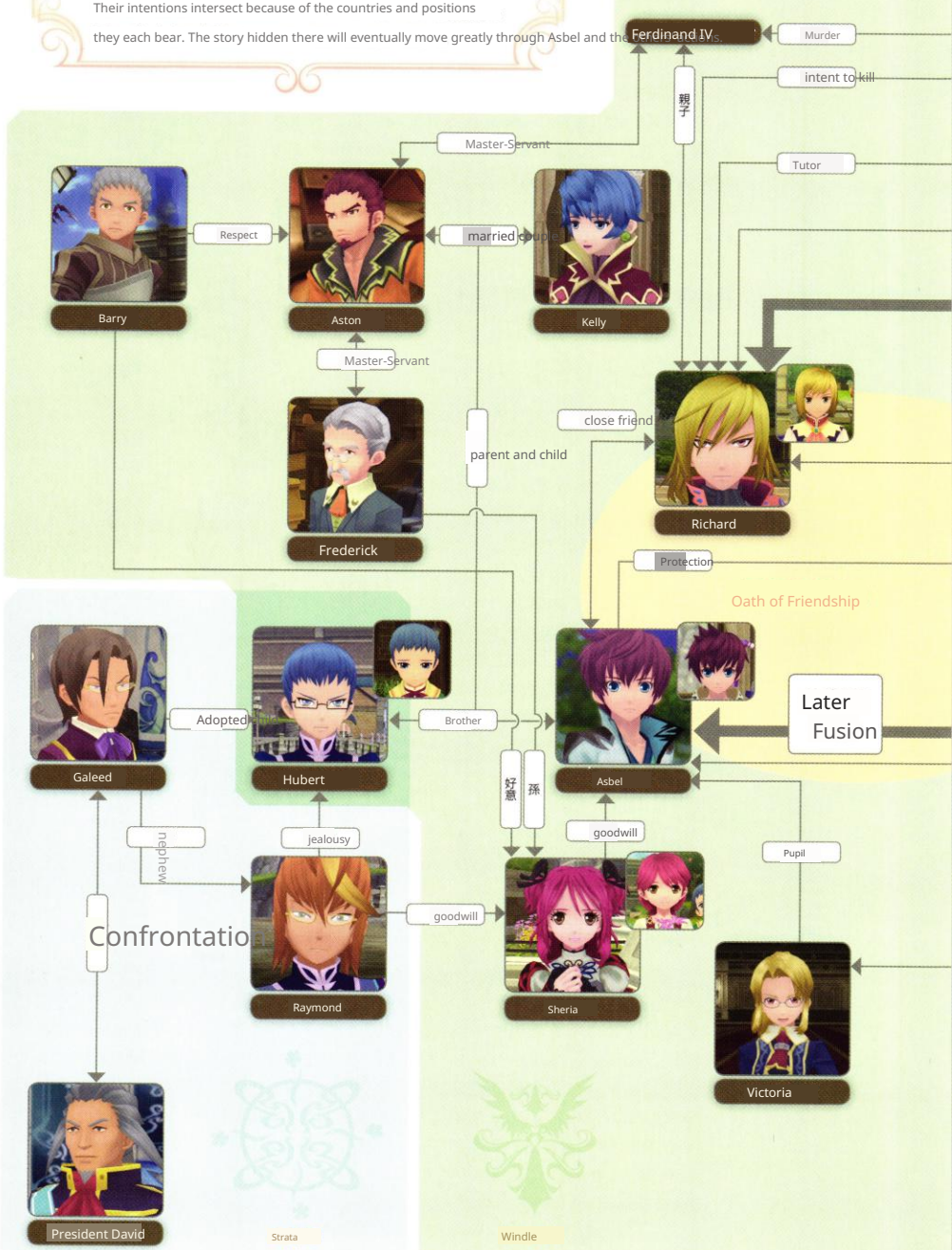
For the Little Queen, who is Fodra's embodiment, Lambda is like any other life—an entity that should be nurtured by the planet. On the other hand, Sophie, who was created to destroy that Lambda, should originally be a human tool and a symbol of sin to be buried along with humanity. In reality, however, the Little Queen calls Sophie "a child of Fodra" and advises her to part ways with humans as one of her own. Sophie, born from human selfishness and robbed of the dignity of life while being implanted with a sense of self-sacrifice, was, like Lambda, manipulated by human desires and deprived even of the right to life or death—she was a victim whose life deserved salvation.

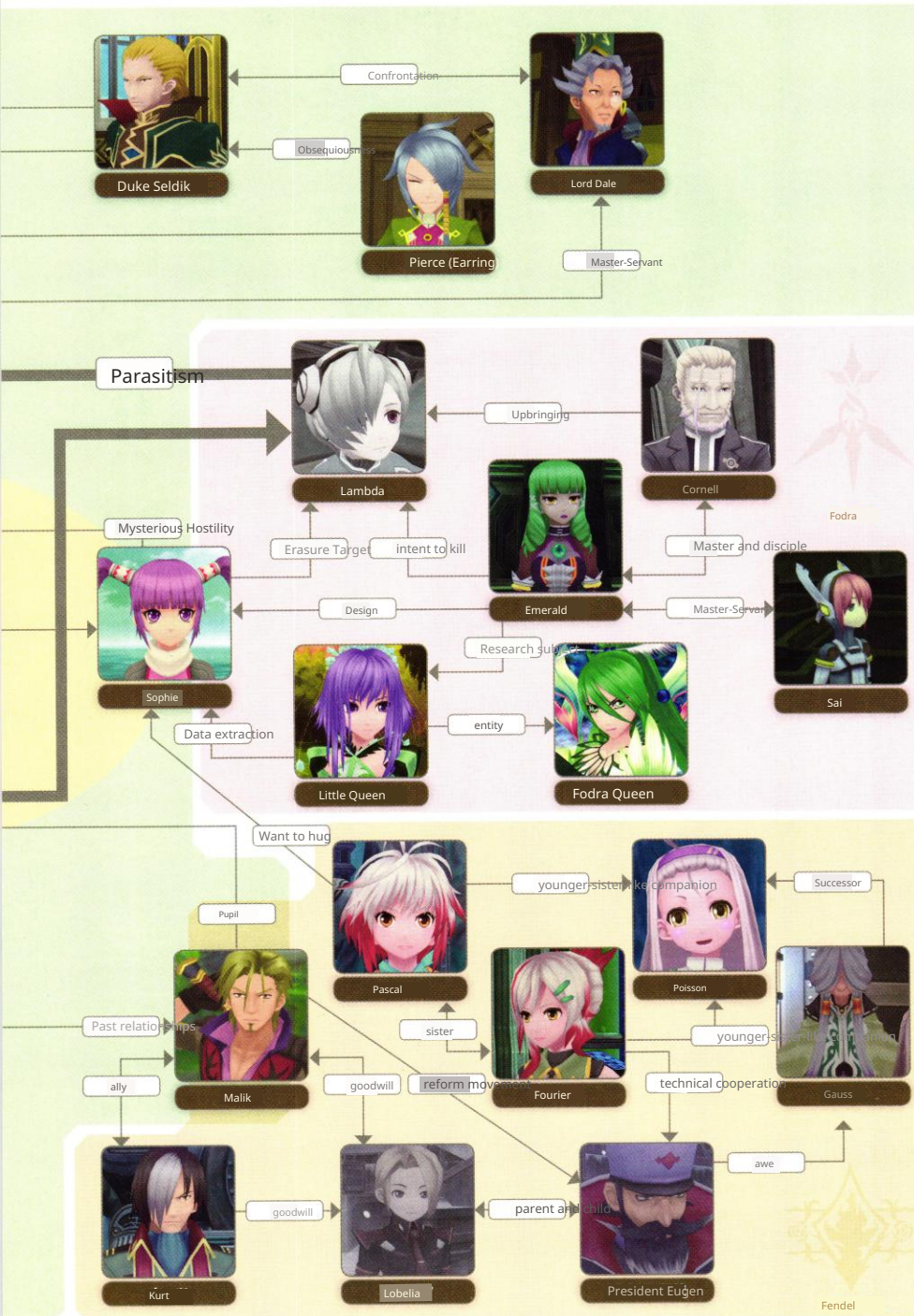
Eternal Salvation

Sophie agonizes over her "reason for existence" and her "lifespan" while living among people such as Asbel and Cheria. The Little Queen perceives that anxiety and loneliness and attempts to guide her from the world of "humans" into the world of "Fodra's life." But might there also have been an unconscious self-pity born from long years of solitude? Identification with Sophie, and moreover empathy for Sophie—who was created from the Little Queen's own data and is effectively her "daughter"—led her to seek contact with Sophie. The mission and desire to witness Fodra's regeneration are fulfilled when Sophie internalizes her. Sophie understands that becoming beings who accept each other and live together for eternity is the "answer to eternal life." For the first time since her birth, the Little Queen gained a companion for her lonely mission and entrusted the very soul of the star.

Main Character Relationships

Conflicts repeated over the elements that fill the world.
Their intentions intersect because of the countries and positions
they each bear. The story hidden there will eventually move greatly through Asbel and the [illegible]




Duke Seldik
Confrontation
Obsequiousness
Lord Dale
Pierce (Earring
Master-Servant
Parasitism
Lambda
Upbringing
Cornell
Fodra
Mysterious Hostility
Erasure Target
intent to kill
Master and disciple
Sophie
Design
Emerald
Master-Servant
Sai
Research subject
Data extraction
entity
Little Queen
Fodra Queen
Want to hug
younger sister-like companion
Successor
Pupil
Pascal
Poisson
Past relationships
sister
younger sister-like companion
Malik
Fourier
Gauss
ally
goodwill
reform movement
technical cooperation
Kurt
goodwill
Lobelia
parent and child
President Eugen
awe
Fendel

I In the way I can do, the things I can do

I want to do it

Asbel Lhant

Asbel Rant

Age: 18
Height: 175 cm
Weight: 65 kg
Combat Type: Swordsman
First-person Pronoun: ore (I)
CV: Takahiro Sakurai

The eldest son of Lord Rant of the Windor Kingdom. An incident involving the girl Sophie, whom he encountered in his childhood, became the catalyst for him to aspire to knighthood in order to gain the "power to protect". Overcoming the various conflicts born from unwanted strife, he aims to embody the true essence of a knight rather than merely the title, and throws himself into a great battle to protect everyone important to him.

◖, on the setting side

[Rough sketch]

[Design Details] The jacket fits the upper body along the figure, with a wide, flaring hem for ease of movement— a practical coat designed for active use.

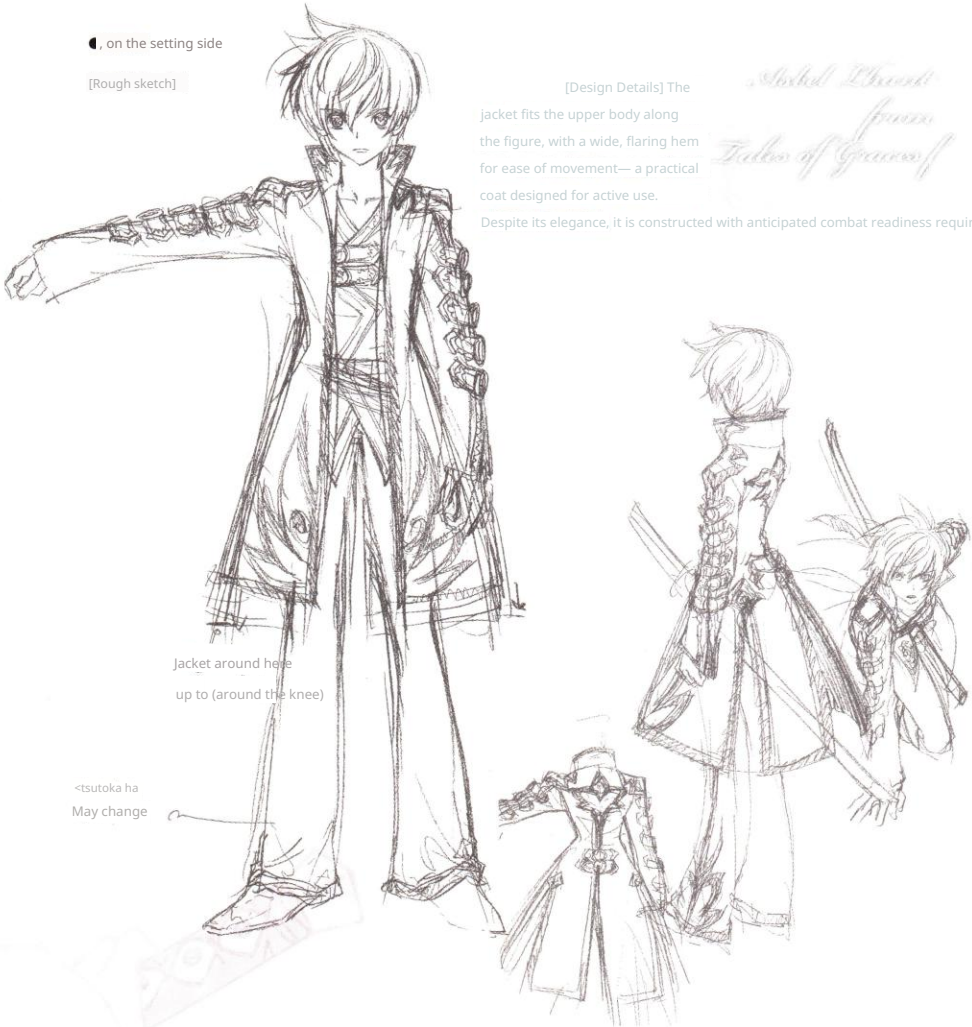
Despite its elegance, it is constructed with anticipated combat readiness required of a knight.

Jacket around here

up to (around the knee)

<tsutoka ha

May change



Asbel's Graces Story

Oath Carved into the Great Tree

Asbel was born as the eldest son of the lord of the Rant domain. Although he was expected to shoulder the domain one day, he spent a mischievous childhood far removed from that sense of duty. Unfazed by his father Aston's scoldings, he caused his younger brother Hubert trouble and lived as a lively, straightforward boy. He then met Prince Richard, who was a year older and caught up in a web of conspiracy. Ignoring their social positions, Asbel enthusiastically wanted to befriend him simply as a peer. A confrontation with an assassin targeting the prince forged an irreplaceable bond between them, and the three of them—along with Sophie—swore everlasting f[illegible] No matter what happens from here on

"Alright, now we'll be friends forever!"

[Colored illustration] The light shirt with a wide-open chest features white-green and lapis layered trimming matching the cuffs. It recalls that he is a subject of the Windle Kingdom blessed by the great Pendant gem.

[Design details] The pure white coat befitting the name of the son of the Rand village is characterized by decorations from the upper arm to the elbow. The frills of the shirt worn underneath peek out fro

Asbel)

Loss

Asbel's Graces Story

The death of Sophie, caused by his own recklessness, stole away his carefree childhood and forced Asbel to grow into a thoughtful young man. But when he returned home after seven years, the threat of the enemy nation Fendel loomed, and his father Aston was killed in battle. The town was only barely spared invasion by the hand of Hubert, now a major in the Strata Army. Branded unfit to be the next lord, Asbel was rejected by the townspeople and even by his own younger brother, whom he had reunited with after a long time. The power he had longed for—"the strength to protect what is precious"—had still not been attained after seven years. The rain gently and cruelly wet his cheeks, even on Wind, but the ground beneath his feet.

"I can't do anything at all! I... both then and now...!"

[Collection of Expressions]

Farewell to childhood

Asbel's Graces Story

What Asbel could do after being driven from his homeland was to help his old friend Richard, who had fled the country after a coup, and restore him to the throne. Asbel vowed to fight alongside him, showing the same friendship he had in childhood. But Richard, gradually driven mad under the control of a mysterious lifeform called Lambda, forced a strict master-servant relationship on Asbel once he seized the throne and, as proof of loyalty, ordered an invasion of Asbel's homeland, Lhant. Forced to raise his sword against a friend who had become unrecognizable, Asbel nevertheless kept shouting—refusing to accept that the vow they exchanged back then [illegible] a lie.

"...What you're doing now is wrong!!"

● Status Illustration

● "Lineage Toward the Future" Status Illustration

● Rear View

In contrast to the mischievous impression of his childhood, Asbel now gives off a calm yet intense passion. Draped in a white jacket adorned with beautiful decorative buttons, he possesses an authority befitting the heir

The One I Swore to Protect

The Sophie who should have been lost before, because she is "not human," revived on my side and never left, sharing my suffering without pause. But she is also "not human," and to fulfill the mission she was born with, she decides to sacrifice her own life to annihilate the Lambda parasitizing Richard. Caught between beloved Sophie, Richard, and the fate of the world, Asbel agonizes over the tragedy born from his desire to protect them. Sophie, who shows no hesitation at becoming a sacrifice and declares herself to be a weapon, awakens memories of loss that once tormented him, and assaults him as a premonition of repeated sorrow.

Asbel's Graces Story

"If it's that kind of mission, wouldn't it have been better to keep forgetting...?" ！」

● Secret Technique Cut-in

"I will cut through everything!"
Beast Break (Jūha)! "Goushouzan (Gōshōzan)!!"

"With this, I decide! Pierce the heavens! Cut them off, Aurora!
"Tenha (Tenha), Jinraidan (Divine Thunder Severance)!!"

Asbel's Graces Story

Embracing the life of the stars

Saving the world from Lambda's atrocity without losing either Sophie or Richard. The one path Asbel found, driven by that wish, was to take Lambda into himself and live together with it. Lambda, having given up on people and cursing the world, possesses even the slightest wavering of the heart and quickly devours the soul. But because Lambda more than anyone desired happiness, Asbel believed it could be saved by coming to know the hopes that fill the world. He reached out without hesitation — and after Lambda's body was erased, in Asbel's eyes the blue radiance mingled with the red brand Lambda had刻ed, melting into a faint, gentle light that took residence.

"Lambda! Live!"

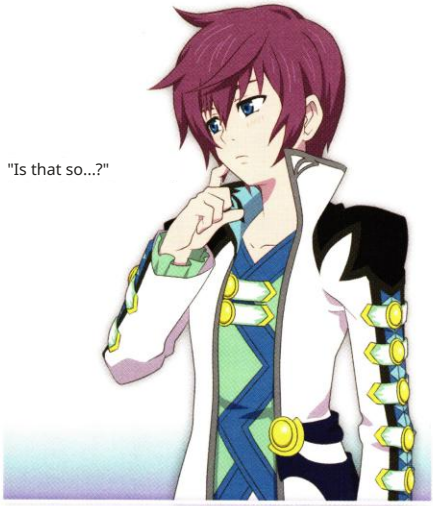
Face pattern

"So... is that so?"

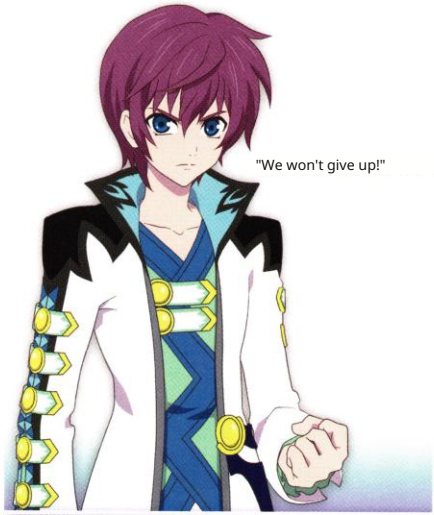
"Hey"

"I'm beat" / "I'm defeated"

"Huh...?"



"Is that so...?"



"We won't give up!"

"No way!"

"Delicious!" / "Tasty!"

"Munch munch..."

"Damn it!"

What it means to live together

Asbel's Graces Story

Accepting Lambda, Asbel spent his restored peaceful days with Sophie. However, when she speaks of "living alone" and is confronted with the "loneliness" of being the sole survivor, he is left speechless. For Asbel, the eventual death of close comrades is a distant future; for Sophie, who lives forever, it is a tomorrow that arrives in the blink of an eye. The fragility of the promise "I will always protect you," and the thought of Sophie's sorrow leave Asbel disheartened. Faced with an unchangeable reality, his decision is to take her in as a foster daughter of the Lant family. Pledging in the name of "family," Asbel vows to stay by her side for the time they have, sharing feelings and worries.

"From today on, you will become my real family."

"Sophie....."

"Let's go."

"That's right!"

"That's not it..."

"I trust Lambda."

Childhood

CV: Yuki Kaida

"Come on."

"Heh~n!"

"What the heck!"

"Tch..."

Constraints

Calamity once again blankets the world. Its cause was the "Little Queen" born from Fodra's core. Asbel sees his only chance in the Lambda power sleeping within him. Surrendering his body to Lambda is a dangerous gamble—if Lambda ever changes its mind, it could seize his mind just like Richard once did. Yet he declares with certainty: I trust Lambda. It is not only "daughter" Sophie he must protect, but also Lambda, who has lived in loneliness. Entrusting the life of the planet to the feelings of the Lambda that exists with him, and to challenge Fodra itself transformed into the "Fodra Queen," Asbel unleashes his power—.

Asbel's Graces Story

"Lambda, please!"

Sophie

Sophie

Age: Unknown

Height: 148 cm

Weight: 39 kg

Combat type: Photon Melee

First-person pronoun: watashi

Walk together with

A girl who was sleeping in a flower field in Lant. She has no memories at all and is named Sophie (Sophie) after the name of a flower. While she masters excellent martial arts, she is poor at expressing emotions, and her behavior and speech are more childlike than they appear. She seemed to have sacrificed her life protecting Asbel, but seven years later she reappears unchanged and begins to walk together with him to recov

I wasn't let it happen like that
A one time I protect Asbel

● Settings Diagram

[Rough sketch]

As a combat humanoid, her clothing emphasizes functionality so as not to impede bodily movement. The long leg guards are secured with garters The belt adds a girlish accent.

The outer part can be swapped I think there is Just an image

Inside

Anklet

This is gold

It is drawn as an image, but If various aspects change please adjust them each time.

Possibly reflecting the designer Emeraud's taste, the boots have a cute design with ribbons fastening at the back. The anklet, which is equipment exclusive to Sophie, is designed to be attached to the folded-over section

Awakening and Disappearance

Sophie's Graces Story

On the hill of Lant, brimming with primal elements, a girl awakened from a long sleep. Given the name "Sophie" in place of her lost memories, she followed Asbel, who became her guardian, and shared various experiences with them. Small mischiefs, life-endangering adventures, and the "Pledge of Friendship" that even involved Prince Richard. Sophie, with her innocent heart, understood why young Asbel desperately tried to protect her, and she vowed that she too would become his shield using the power within her. True to her words, she protected them from the abominable monsters that appeared beneath the royal capital, and Sophie vanished as particles of light.

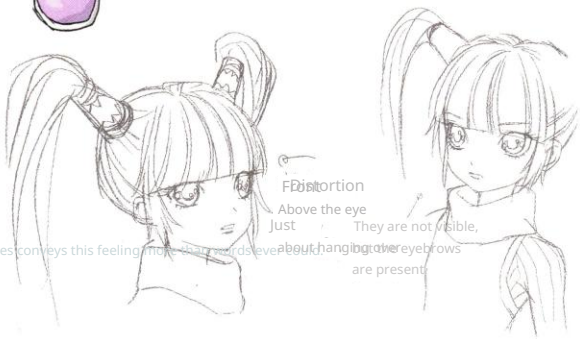
"I will protect Asbel."

[Subtle Color Painting]

The gray tights and pink suit are a design common to female-form combat humanoids. The melancholy thing is that Sophie's own appearance eloquently testifies that she was created under such a fate.

[Collection of Expressions]

Her largest feature is her large eyes, so big that even her thick bangs cannot completely cover them. Even without knowing complex emotions or the words to express them, the clear light in those eyes conveys this feeling more than words ever could.



Swelling negative emotions

Sophie, who had been thought to have died protecting Asbel and the others in the Baronia royal castle's underground, reappears before them seven years later in a form identical to how she was back then. She has not aged, her emotional expressions remain childlike, and her identity is still unknown, just as before. But the one thing that differs from the past is that she finds herself filled with intense hostility toward Richard—who should have been the one with whom she shared irreplaceable time. Eventually, she even confronts him to stop Richard, who had attacked Asbel.

Manipulated by feelings she does not herself desire, and trapped in the dilemma of watching the "bond" unravel as a result, she gradually becomes cornered.

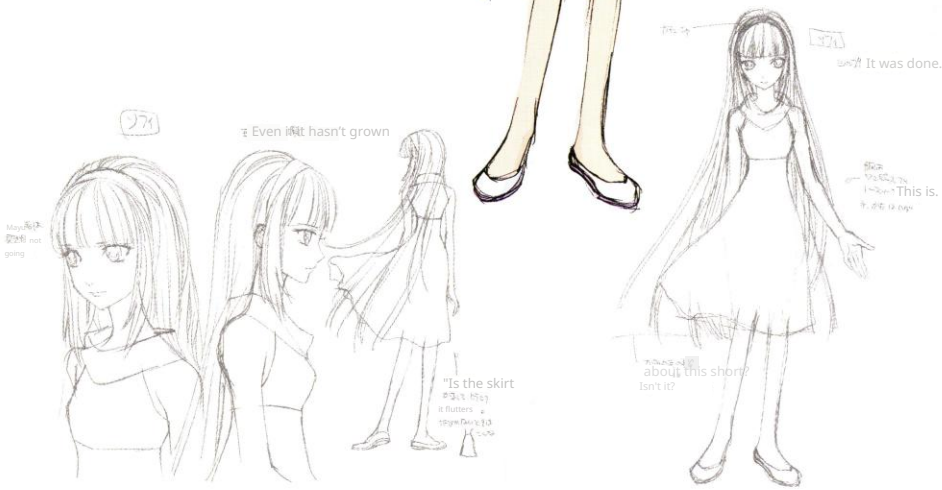
Sophie's Graces Story

"No..... Richard is..... Richard is a friend....."

- Please make the hair and the [illegible] lines a pale color Please.
- Leave the exact coloring to [illegible] discretion.
- Imagine the pig as a thin, soft fabric
- It might also be possible to [illegible] the silhouette visible in daylight.
- The skin, hair, and eye colors, etc., are the same as those of the child character.

[Grown Sofi]

Sofi who accepted the Little Queen. Dressed in an immaculate pure white dress, it suggests she has been freed from the mis[illegible] of battle. Her slightly softened expression may be proof that she has become closer to being "human."



The fading light

Sophie's Graces Story

Sophie approaches the faint remnant of conscience left in Richard, who has been colored by madness. Her pure heart believes that by swearing friendship once more, everyone can return to the way they were. But at the moment her hand is about to touch his, Richard calls her not by the name of a delicate flower but with an ominous-sounding word: "Protos 1 (Haze)." Before the blow—seemingly confirming the cursed word—Sophie collapses, and soon particles of light begin to pour out without end. It is as if life itself is spilling away, making it obvious to everyone that she is not a "human."

"Richard... let's swear our friendship,"

● Status Illustration

● Rear View

Sophie, clad in an easy-moving bodysuit, has an adorably innocent expression that contrasts with the sharp impression she gives off across her whole body. Her long hair, divided into two sections, sways greatly with every move

The Meaning of Being Alive

Sophie's Graces Story

The true identity of Sophie, who bears the name "Protoss-1." She was created as a combat humanoid to defeat the alien lifeform Lambda that was devouring Richard — a being meant to live for a thousand years. The hostility she held toward Richard detected the Lambda parasitizing him and was roused by that discovery. Relieved to learn that Richard's feelings for himself were genuine, Sophie resolves to confront her arch-enemy Lambda with abandon. The annihilation program engineered by her creator Emeraud, designed to erase Lambda even at the cost of death, was ironically about to be faithfully executed by the strong emotions she had acquired wh[illegible]

"...Do not interfere with me."

● Secret Technique Cut-in

"Must hit, must topple!"
"Critical Blade!!"

"Decide the match!"
With the wind! Rush through!
Secret Technique! Shadow Moment!"

What the dwelling heart desired

Sophie's Graces Story

Just as I want to protect everyone, everyone also wishes to protect me. When Shelia admonished her, Sophie finally understood what lay in her comrades' hearts. To ensure that everyone could return alive from the battle with Lambda, she shared her particles with them. The power that protected everyone from Lambda's corrosion saved young Asbel and simultaneously became the very life-restoring method that revived her — a light of hope that was life itself. On the eve of the final battle, Sophie entrusted her feelings of passing on life to the person who gave her a name and to a single flower, so that the miraculous proof of countless hopes rising into the sky — Forest Flis wind-flowers — might be seen.

"...Wind-flowers. I want to see them with Asbel."

・Face patterns

"There's something there!"

"...Yeah."

"Why?"

"Hehe."

「……?」

"...Hmm."

"*munch munch*"

"...I don't know."

"Thank you."

"I'm happy."

Hoping to be human

Triggered by a visit to Aston Asbel's father's grave, Sophie becomes acutely aware of the death of those close to her. The not-distant future in which everyone is gone and only she remains alive—now that she has experienced human contact—evokes profound loneliness and makes her voice wishes that cannot come true. Before such a Sophie appears a mysterious girl, the Little Queen. Citing selfishness and limited lifespans, the Little Queen regards contact with humans as dangerous and repeatedly tempts Sophie. While Sophie resents words that deny her companions, she also feels a nostalgic affection for the Little Queen's similar appearance and piercing honesty, and Sophie wavers between the two standpoints of "humans" and

Sophie's Graces Story

"I wanted to be born into a home where everyone is, as one of their children"

Placed person

Because I am not human, to everyone

Will I be left behind?

Sophy's cruel mission, given as a price equivalent to life, was severed by Asbel with resolute will. And even after he fights, he leaves room by her side and gently strokes her head. Sophy wishes to continue protecting Asbel forever, even if that means standing together with the "life" that separates humans and humanoids.

● "Lineage Toward the Future" Costume

Tears in Hand

Sophie's Graces Story

The Little Queen, Fodra's "survival instinct" that resents the humans who annihilated Fodra and even invades Ephinea's ecosystem. She was also the foundational existence for Prototype 1 · Sophy's design. Sophy embraced her within herself and promised to watch over Fodra's regeneration together. Together with the descendants of Asbel, Cheria, and their beloved comrades, she finally found the purpose of her eternal life: to witness the future of Fodra and Ephinea. Accepting the Little Queen's feelings and transformed into a more mature form, tears—warm ones that humanoids would have no right to expect—poured down Sophy's cheeks.

"The Little Queen gave me tears..."

That's why I told you You and I are different

Hubert Ozwell

Hubert Oswell

Age: 17

Height: 171 cm

Weight: 62 kg

Combat type: Radiant Swordfighter

First-person pronoun: boku

CV: Hiroshi Mizushima

He is the second son of Lord Rant, and the younger brother of Asbel. At his father's behest, at the tender age of ten he was adopted into the Oswell family of the neighboring country Strata, where he received an excellent education and distinguished himself as an army officer. However, the feeling of having been abandoned by his family at such a young age haunted him for a long time afterward, and he relentlessly pursued hi

● Setting recommendation

[Rough sketch]

The Strata Army uniform that Hubert belongs to varies by rank and assignment, but basically everyone wears a slim-cut style. As a major, he wears an avi with a tailcoat-style hem that is long. The glasses he began wearing at some point have now become part of his body.

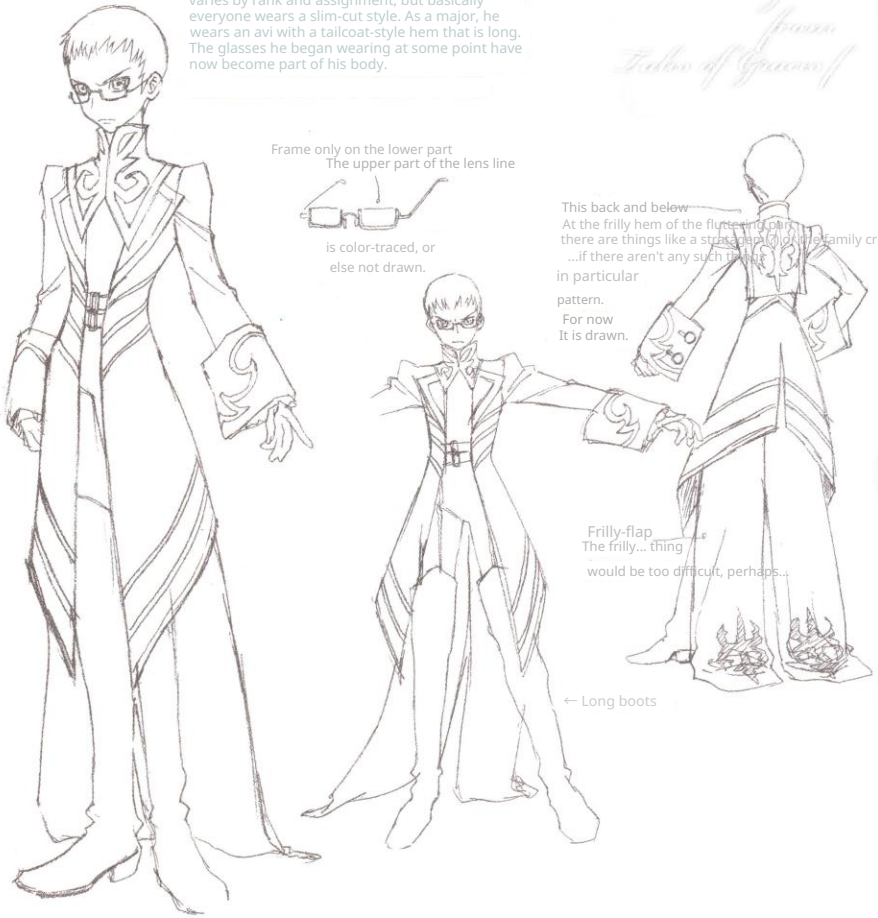
Frame only on the lower part
The upper part of the lens line

is color-traced, or
else not drawn.

This back and below
At the frilly hem of the fluttering part,
there are things like a stylized family crest of a hou
...if there aren't any such things
in particular
pattern.
For now
It is drawn.

Frilly-flap
The frilly... thing
would be too difficult, perhaps...

← Long boots



Seized family

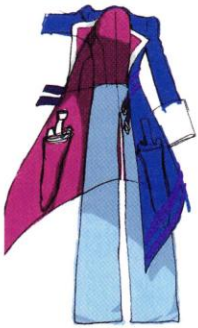
Hubert's Graces Story

Hubert was swept along by his impetuous older brother Asbel, and though naturally timid, he was nonetheless his brother's good companion. The reason he wanted to stay with him even when Asbel acted recklessly or made him cry was simply because he loved Asbel dearly. But that everyday life abruptly came to an end one day. Their father personally informed him that Hubert was to be adopted into the Oswell family of the neighboring country Stratam. To his innocent brother, who was playing at being Prince Richard without knowing anything, Hubert whispered in a trembling voice, as if desperately trying to hold on to the precious family bond that seemed about to slip from his hands.

"I am..... my brother's younger brother..... right?"

[Colored Illustration]

Inspired by the motherly waters brought by the great sea stone, the decorations on the cuffs and hem are based on curved-line designs. The vivid sky-blue that stands out against the deep purple makes the overall impression more splendid.



[Design Details - Jacket]

[Design Details - Inner]

The inner garment is a simple piece designed for ease of movement. With side paneling and the presence of over-the-knee boots, the design strongly emphasizes vertical lines. The jacket is secured with two belts, and the inner pockets on both sides hold his favorite weapons.

Condemnation of an older brother

Hubert's Graces Story

Hubert, who became a major in the army under the welcomed Oswell family, hastened to the land threatened by invasion. Appearing there was Asbel, who only learned of his homeland's turmoil after receiving news of their father's death. Promised a bright future, he had defied his parents' expectations by attending knight school. Just as he finally returned home, he was cleverly used in Richard's plot and brought further chaos to the land. Hubert flatly rejects Asbel's lack of resolve as the next lord as the complacency of someone who was given everything, and, pouring in seven years' worth of resentment, robs him of all he possesses.

"If you want to run away, that's fine with me."

Welcomed to Strata from a foreign country, The unusually promoted young officer bears an impressive expression full of confidence backed by achievements. At the same time, there is a sharp tension, showing his determination not to be underestimated by others.

He is putting on a brave front, though.

I thought it might be good if there were some childish aspects to him.

He's the younger brother, after all.

[Expression Collection]

Pathetic Face?

Also happens if available

Memories of Childhood

Hubert's Graces Story

Due to differences in policy regarding the governance of Rant, Hubert's relationship with his adoptive father, Garrid Oswell, deteriorates, jeopardizing his position in the military. Learning of this, Asbel volunteers to act as an envoy himself in an effort to resolve the situation. Even though he is denied the status of a brother, he still worries for Hubert and accepts his brother's cold attitude—as if spiteful—for the sake of Rant. In response to his brother's resolve and spirit, he offers a parting gift: a toy his brother once sent. When he was taken into the Oswell household, the "Hubert Rant" he had thought he had abandoned was, in fact, still contained within that small protective charm.

"...It's nothing special. Just... a charm."

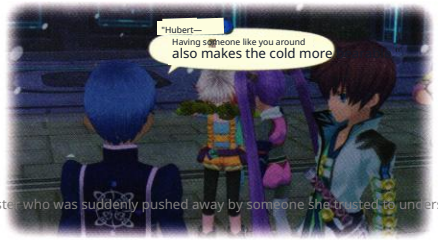
●Status Illustration

● Rear View

Hubert wearing the Strata military officer's uniform. Its deep color suits his hair well, and the slim silhouette further emphasizes his stoic aura. His trademark glasses are his preferred half-eye style.

Younger Brother and Younger Sister

Hubert's Graces Story



Among the party traveling each bearing their own country or homeland, Hubert cannot shake his distrust of Pascal, who accompanies them with a quirky demeanor incomprehensible to ordinary people, and often responds with a caustic attitude. However, when he witnesses Pascal being rejected and thrown into distress by her older sister Fourier, Hubert unexpectedly offers awkward words of consolation. Having had a reckless older brother, Pascal had no choice but to be obedient—the "good child" who differed by only one thing. Hubert could painfully understand both feelings: the sister who kept up the façade of a model student, and the sister who was suddenly pushed away by someone she trusted to understand her.

"I can at least somewhat understand how you feel worrying about your siblings."

● Secret Technique Cut-in

"Dance flamboyantly!"

"Anstanvarusu!!"

"If you can withstand this!"

"I'll use my trump card! I'll show you!"

"Ranvel's Raison!!"

Two Hometowns

Hubert's Graces Story

Faced with the crisis threatening the world's survival—caused by Lambda and involving Windor, Strata, and even Fender—Hubert resolves to confront it together with his companions. As nations move toward cooperation, he gradually melts the resentments he harbored toward his mother Kelly, his deceased father Aston, and his brother Asbel. With the final battle looming, he knocks on Kelly's door for the first time in seven years. The words Hubert directs at the woman who once refused to be called his mother are, as usual, laced with sarcasm but convey reconciliation and tenderness.

"Is it wrong for a son to come see his mother?"

● Face pattern

"Nonsense."

"How unexpected."

"I told you so."

"Let's take a note of it."

".....I see."

"Please stop it already!"

"It can't be helped."

"I'll go."

"Kuh!"

"I'll prey on you!"

With unfeigned feelings as they were

Hubert's Graces Story

Having reconciled with Asbel and Kelly and learned Aston's true intentions, Hubert realized that he was loved no less than his brother and felt deeply the strength of the bonds a family can have. The longing for a brilliant future he had felt compelled to embrace out of rebellion against his homeland was reshaped by the encounters reunited with Asbel and Sophie brought him. Even if it meant breaking off an extraordinary marriage arrangement for the family name, Hubert wanted to support the country from a position closer to the people. Now ahead of him stood the back of a woman moving forward as her heart desired. Drawn by her single-mindedness, he came to strongly wish to be like her.

"...As she would do."

"That's a lie, isn't it?"

"You're a child."

"Please be quiet."

"...That's strange."

"Let's have you hold my hand."

Childhood

CV: Mikako Takahashi

"Understood."

"Ehehe."

"That's awful!"

"E-eh...?"

Longing

Hubert's Graces Story

To cut off the root cause threatening the world, Asbel decides to entrust his body to Lambda and challenge the Little Queen. A brother who, since childhood, has not changed a bit—willing to risk danger for the sake of what he wants to protect. Hubert thinks it's useless to try to stop him now, so he only offers a few nagging words. He says, "Return safely; if anything happens, Sophie will be heartbroken." Though speaking for Sophie, who has become a member of the Rant family, may be factual, there is no doubt that he himself prays for Asbel's safety more than anyone. Even if he puts on a brave front, everyone around him knew it: Hubert, unchanged, still adored "big brother."

"Listen, Lambda, make sure you bring my brother back."

He said he wanted to come along
I was the one who said it
This much... ...
I was prepared.

Cheria Barnes

Sheria Barnes

Age: 18
Height: 160 cm
Weight: 47 kg
Combat Type: Healer
First-person Pronoun: watas
CV: Shiho Kawaragi

Granddaughter of Frederick, the Rant family butler. She is a childhood friend of Asbel and Hubert, and is pained by how everyone was torn apart by the incident surrounding Sophie. Her greatest wish is "for everyone to be together like before." Having unexpectedly acquired healing powers, she is revered by the people of Rant as the "Angel of the Battlefield."

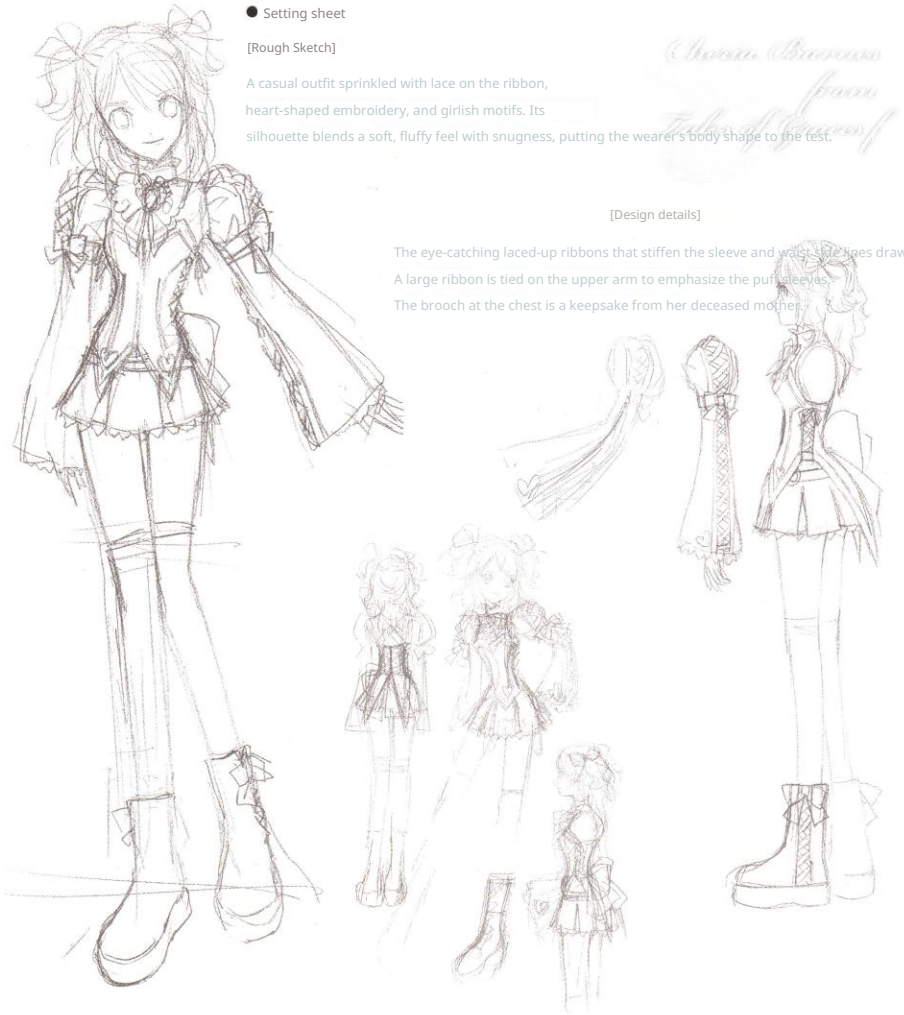
● Setting sheet

[Rough Sketch]

A casual outfit sprinkled with lace on the ribbon,
heart-shaped embroidery, and girlish motifs. Its
silhouette blends a soft, fluffy feel with snugness, putting the wearer's body shape to the test.

[Design details]

The eye-catching laced-up ribbons that stiffen the sleeve and waist-side lines draw attention.
A large ribbon is tied on the upper arm to emphasize the puff sleeves.
The brooch at the chest is a keepsake from her deceased mother.



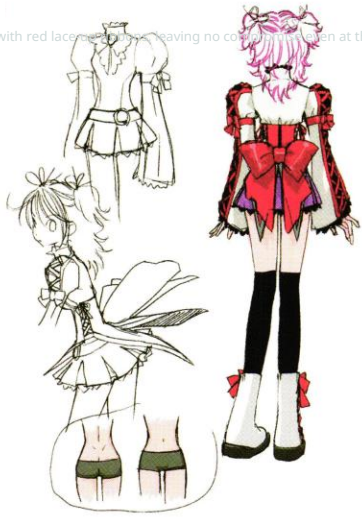
Left behind

Cheria's Graces Story

"I might never grow up." For Sheria, who was frail and found it difficult even to live the same life as the other children, what she could hope for was only the things allowed in that moment. The everyday life she spent with the mansion's brothers Asbel and Hubert and the mysterious older girl Sophie was small but irreplaceable happiness. So when, starting from the incident in the royal capital, Sophie and Hubert—and even beloved Asbel—left, Sheria's little world shattered into pieces. Alone in this rural land, she wept as if for the end of the world.

"Don't go! Please, don't go..."

[Colored Painting・Front]
A coordinated outfit composed of red and purple
The defining element is the black
incorporated into the details. Lace and
frills on a miniskirt can tend to look
juvenile, but the sharp accent of the
black adds a spicy glamour. Favorite
boots are matched in white and black, with red lace



[Colored Painting・Back]

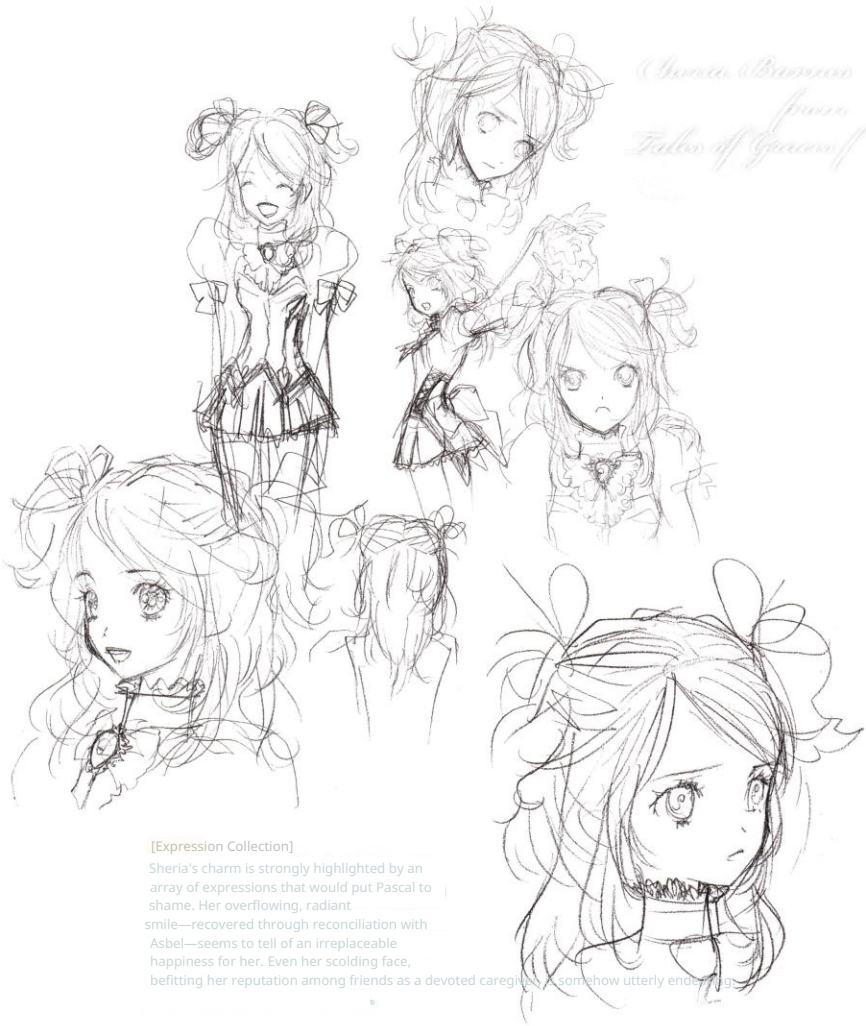
The skirt that Hubert repeatedly criticized has a lining composed of seamless black innerwear, so even an energetic young woman running across the battlefield can feel secure. The skirt's decorative waist belt serves as an accent, allowing for a different impression even without a corset. The large

Reunion Without Understanding

Cheria's Graces Story

The surprise attack by Fendel soldiers on Rant, and the death in battle of Lord Aston, whom she revered like a father. To report the crisis that had befallen her hometown, Sheria went to the Baronia Knight Academy and was reunited with Asbel after seven years. To fulfill his responsibility as the heir of the Rant family, Asbel put on a brave front, and she, as his childhood friend, did her utmost to support him. There was no falsehood in her concern for his situation. Nevertheless, even when she made an effort to show joy at their reunion, she would not let down her distant manner. The years that had passed between them seemed to say that things would not return to the close intimacy they once had.

"...People change after seven years."



[Expression Collection]
Sheria's charm is strongly highlighted by an array of expressions that would put Pascal to shame. Her overflowing, radiant smile—recovered through reconciliation with Asbel—seems to tell of an irreplaceable happiness for her. Even her scolding face, befitting her reputation among friends as a devoted caregiver, is somehow utterly endearing.

Thaw

Cheria's Graces Story

Still thinking of Asbel without change, Sheria stubbornly maintains a silent, unyielding attitude, exchanging no more words than necessary. That stance stems from her anger at him for leaving without a single word of consultation after she lost Sophie and Hubert seven years ago. It was also driven by the fear that she might be made to realize she was not needed. However, being lured and abducted by the scheme of Strata's deputy Raymond became the trigger, and Sheria finally vents the frustrations she had been holding in. The helplessness and loneliness of not being able to lean on the person she most wanted to rely on burst forth like a dam breaking, accompanied by large tears.

"I waited for you..... I waited the whole time....."

●Status Illustration

● Rear View

Sheria races across the battlefield in a style full of lace and ribbons that stirs a maiden's heart. Behind her rich expressions and large eyes lies a hidden loneliness, yet she keeps up a brave front—for the one man she loves fait

To the one she still cherishes

Cheria's Graces Story

After reconciling with Asbel, Sheria once again shows an untroubled smile and is able to speak honestly. That change is irreplaceable for the two of them and applies equally to Sophie's situation. Determined to travel beyond the compass belt to save the weakening Sophie, Sheria confesses to Asbel the admiration she once felt for her. Sophie, who had been an admired "older sister," remained strong but never aged, making her far more childlike than them and now the "daughter" the two should care for. Believing there is a way to save that beloved Sophie, Sheria and Asbel reaffirm their unwavering resolve.

"Mature, cute, ... and strong. Very much so."

● Secret Technique Cut-in

"I'll show you my secret move!
Asterism Line!!"

"All guns, fire!
Crying won't help! I won't forgive you!
Trillion Drive!"

Cheria's Graces Story

The hand that guides hope

Sophie's refusal to yield, insisting on defeating Lambda even at the cost of her own life, left soft-spoken Didi unable to understand the true meaning of Asbel's fury. Sheria, seeking to bring the two of them together, speaks Asbel's feelings on his behalf to admonish Sophie. His anger is exactly the same as what he experienced seven years ago: the helplessness of losing someone dear,,which brings both sorrow and rage. Leading Sophie—who has lived knowing only the smallest sliver of emotions—step by step, Sheria prays that Sophie herself will come to hold hope for the future. And that no one will ever again lose the precious people at their side.

"That's what makes it sorrowful. You understand it properly, don't you?"

● Face pattern

"How romantic~!"

"Is... is that so~?"

"Well..."

"Don't push yourself..."

"No way!"

"A woman's intuition"

"...Asbel, you idiot"

"Go away!"

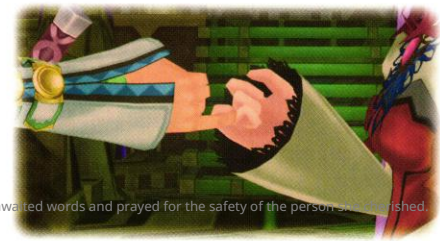
"...It's nothing."

"Unbelievable!"

Exchanged words

Cheria's Graces Story

Scheria was always concerned for Asbel's safety. Not for a moment did she waver; her thoughts remained single-mindedly on him. Yet he was constantly worrying about others, risking his life many times for someone else, and now, to suppress the Little Queen's power, he would entrust his body to Lambda despite the danger. That resolve overlapped with the image of him leaving her when they were children, and Scheria wept. Was she always the only one chasing after him, clinging to his back? Then unexpected words followed. When he returned, he would surely "pledge his future." Blushing as if angry in her usual way, Scheria savored the long-awaited words and prayed for the safety of the person she cherished.



"...You'd better not break that promise, or I won't forgive you."

"...Well, it can't be helped."

"All right."

"Ufufu."

"That's fine."

"That's not it at all!"

Childhood

CV: Shiho Kawaragi

"Mm..."

"Hehe."

"Geez!"

"B-because....."

The Happiness an Angel Gained

Sophie, who bore the Little Queen within her and together witnessed the future of the stars. Sheria felt relieved seeing this girl—who had long struggled with the meaning of life like a child of hers—regain her smile. The "dream" that this girl spoke of was a distant future scene in which the descendants born of her and Asbel, and Sophie herself, would continue to live on. Sophie's longing for the bond with someone dear to her would someday be fulfilled by the "promised words" that Asbel had kept. Embracing Sophie's innocent desire—repeatedly saying she truly wanted to become a real family—Sheria held the "daughter" tightly.

Cheria's Graces Story

"Would Sophie be happy if that dream really came true?"

Richard

Even so, I...

I cannot choose this path...

I can't get it...

Richard

Richard

Age: 19

Height: 178 cm

Weight: 67 kg

Combat type: Rapier wielder

First person pronoun: boku (I)

CV: Daisuke Namikawa

Prince and heir apparent of the Kingdom of Windol. Although he had closed his heart after being tossed about by palace intrigues, he was moved by his encounter with Asbel, who treated him without regard to rank, and they pledged eternal friendship. He possesses the dignity and judgment befitting a successor to the throne and enjoys overwhelming support from his retainers and people, but his words and actions gradually transform into madness.

● Settings Diagram

[Rough sketch]

The informal attire of Richard, the heir to the throne, is a feminine dress notable for its striking scarf. The lavish draping at the cuffs and the embroidery that adorns the whole garment create a beauty that never fails.

The length of the cloak is

How much would be good?

Perhaps if a larger cape in the latter half would be better, I will give it some thought.

[Design Details]

Delicate-looking Richard suits lavish decorations applied with meticulous care. Even small parts such as the belt and shoulder area are crafted to befit a prince of a nation.

An Unforgettable Dawn

Richard's Graces Story

Born into the Windol royal family as the first heir to the throne, Richard grew up surrounded by flattery and sycophants, without anyone he could truly trust, until the age of twelve. Into the life of someone who had never known such solace came Asbel, the son of Lord Rant. Unabashed and indifferent to rank, Asbel showed affection freely, which at first made Richard view him with suspicion. But when Asbel risked his life to protect Richard from the assassin Bias, sent by his uncle Serdic, and pledged sincere friendship with his own actions, Richard's heart was moved. Together with a "friend" he might never have again, Richard kept staring at the approaching dawn.

"I will surely never forget this scenery and what happened today for the rest of my life."

[Colored Illustration]

The lining of the black cloak is decorated with a vivid, lustrous deep purple. When the two profound, dark colors flutter in the wind, his translucent skin and beautiful blond hair stand out all the more.

Two Encounters

Richard's Graces Story

The grand duke Serdik's long-planned usurpation of the throne is finally accomplished, and Richard is forced to flee the royal capital. With his own life in danger, he encounters Asbel—who appears to save him—in the underground of the royal castle, and they are reunited after a long time. As before, Asbel cares for him with uncalculating affection, and Richard places his complete trust in him, entrusting his weary body to him during their escape. However, contact with Sophie, who accompanies him, awakens within Richard Lambda, the "Devourer of Stars," which had slept for seven years; unbeknownst to him, the curtain rises on a tragedy.

"I... I didn't mean to say something like this to you..."

Richard — at those times?

Occasionally
Like this

[Expression Collection · 1]

The expression, with its hint of melancholy, goes without saying; even his bright smile exudes good upbringing and education, plainly showing that he is a chosen person. The flowing hair itself carries such striking beauty—truly

Is this size about normal?

[Sticker Set 2]

Influenced by the shadow of Lambda dwelling within him, Richard wears an evil smile. Although his mind is dominated by an impulse seeking destruction, his statue-like beauty nonetheless remains undiminished.

Naru?

Yabaimu!

Won't it feel like falling over completely?

Eyes shining with a flushed hue

With the cooperation of Duke Dale, Richard raises forces to overthrow Celdic. Thanks to Asbel's unstinting support, he summons the will to face an unwanted conflict among his own kin. However, the fighting gradually robs him of his kindness, and he comes to mete out ruthless punishment against the kingdom's knights who sided with his uncle. Finally returning to Baronial Castle, he stains the throne with his uncle Celdic's blood to avenge his father's death. The cruel smile that became evident to all upon his accession is no longer that of the calm, wise man he once was, but that of Lambda itself, vowing vengeance against all humanity.

Richard's Graces Story

"I'm not an ordinary human, you know."

● Status Illustration

● Front left side

The dignified, well-proportioned profile that exudes a gentle elegance is that of a ruler born to bear the Windol royal family's crest. However, only one of those noble eyes bears evidence of harboring something otherworldly. It

Fated Couple

Richard's Graces Story

Richard, who commanded alien monsters and stole the elemental essence of the large kyanite, took the will of Lambda dwelling in his body as his own and rapidly changed his personality before anyone's eyes. His body, which did not collapse even after suffering lethal wounds, already showed strong signs of Lambda's influence and hinted that his flesh was being dominated. And he directed a particularly sharp blade of hatred at Sophie, who had been sent into this Efinéa as the one to defeat Lambda. The grudge that Lambda, grievously wounded centuries ago, held was deep, and in Richard's eyes there was no longer any reflection of the friendship he had shared with her and Look at the facing memories of his childhood.

"As long as you exist... peace will never come."

● Secret Technique Cut-in

"Kensen (sword flash), cry out — like a gale!"
"Vertex Rose!!"

"The sword dyed in my crimson!"
Hioh (Hiou)!
Denroujin (Denrōjin)!

Seeking a place to return to

Richard's Graces Story

The numerous atrocities Lambda compelled him to commit tormented Richard's own consciousness severely. Yet even so, he continued to share his body to fulfill Lambda's wish to return to the star's core. That Lambda resonated with the loneliness and resistance to death that his twelve-year-old self had carried was such a salvation to Richard. While despairing at the world, he nonetheless kept reaching for a warm, soothing hand, continuing to struggle between the two consciousnesses. As the driving blizzard seemed to steal his body heat, neither he nor his heart noticed that Lambda was nesting in and corroding not only his body but his very mind.

"Only we can save this planet...."

Face pattern

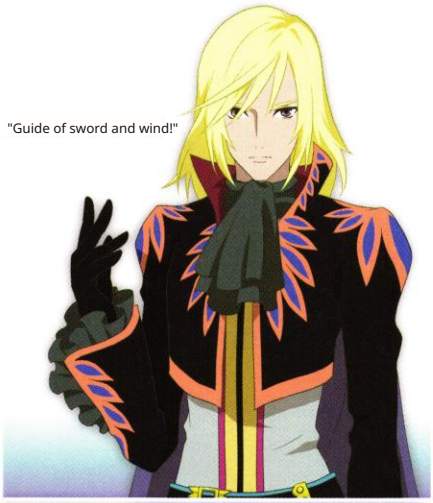
"...Strange."

"It hasn't changed, has it?"

"Manjū..."

"Will you join Uzumeku too?"

"Guide of sword and wind!"



Childhood

CV: Yūko Sanpei

"That's right."

"Thank you."

"Not necessary."

"I..."

Things I want to fulfill as a friend

Richard's Graces Story

Half a year after the separation from Lambda, who had been driven mad and plunged the world into chaos. Richard, as a young wise king, engages in activities across borders. What fills his heart is atonement for the world and the hope of repaying his friend's efforts. Asbel's strong friendship, which declares that cooperation and aid are natural, strengthened that resolve. "This time I'll protect Asbel." Because of their different positions Asbel brushed off the remark with a laugh, but there was no falsehood in Richard's feelings. In the foreign land of Fodla they traveled to together, when Asbel was attacked by a Little Queen, Richard reached out regardless of the danger. Richard truly, with his own hands, protected his precious friend to w

"No, I want to protect you. Please, Asbel."

It's all right—if anything happens, I will protect Asbel

• "Lineage Toward the Future" Costume

Because I have always been protected, this time I want to be the one to protect. The young king's heartfelt wish, beyond his position, is to stand with Asbel and face unknown dangers together. It is not only about his friend's personal safety. Thinking of the earnest, delicate girl and the heart that keeps worrying, he wanted to become a strong force that could rea

A wish entrusted to a sorrowful past

Richard's Graces Story

Richard, who once resonated with Lambda, could only pity and despair over their respective situations and never thought he could heal that sorrow. As a result, his heart was corroded and filled with further hatred. Precisely because of that, he felt more strongly than anyone the bond between Asbel, who tried to understand Lambda and reached out, and Lambda, who entrusted his life to him. Facing the dangerous gamble of absorbing all the elemental cores, Richard offered quiet encouragement. The hand that gently touched Asbel's cheek was concerned for his close friend's well-being and at the same time cherished the "old friend" Lambda sleeping within, embracing him in arms to that innocence.

Please. Protect Asbel for me...

There are things that cannot be protected Just becoming a knight Remember these things

Malik Caesars

Malik Scissors (Mariku Shizāsu)

Age: 40 years
Height: 186 cm
Weight: 76 kg
Combat type: throwing-blade swordsman
First-person pronoun: Ore
CV: Hiroki Tōchi

Belonging to the Baronia Knights, he is Asbel's instructor. He combines reliable skill and insight with mature humor, making him very popular among students. However, his past is shrouded in mystery, and at times he appears to accept fate with calm resignation. Due to his position, he is forced to be complicit in the palace's intrigues and is driven to point his sword at his liege, Richard.

● Settings Diagram

[Rough sketch ・前]

Malik

[Design Details]

Even within his simple, officer-like attire, distinctive back pieces, shoulder-strap accessories, and other unique decorations are applied. All the buttons everywhere are large metal fittings.

[Rough sketch ・Rear]

The blade he carries on his back is a stabbing sword he took up himself for the reason of "reducing the subjects he is in charge of." With such an imposing back, he speaks of the meaning of "the power to protect."

Malik's Graces Story

In the land where he drifted ashore

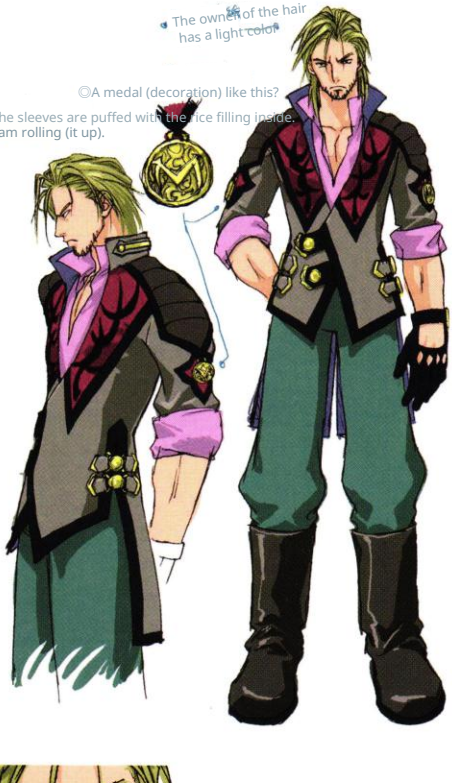
On the day Prince Richard was strolling incognito through the castle town together with Asbel and the others, his "brothers," Knight School instructor Malik happened to encounter the prince—introducing himself as "Tiger Festival"—whose plainclothes elegance was unmistakable. In Malik's eyes, Richard showed a lively, age-appropriate demeanor, completely different from the solitary composure he maintained in the castle with no one he could trust. A boy of only twelve facing the brutal conflicts of the royal court, and the brief peace he grasped. Malik quietly cared for the "older brother," determined not to waste that precious time that might never come again.

"……'..You were blessed with good brothers, weren't you?"

The owner of the hair has a light color

◎A medal (decoration) like this?

The sleeves are puffed with the rice filling inside. I am rolling (it up).



[Colored Illustration]

He pairs the khaki jacket with a pink open-collar shirt. Beyond that stylish color combination, his dandyism also shines in the show off his chest.

Mysterious att ment

Somehow so

Stick togeth

[Eye Element Details]

Maybe let Hitomi's eyes be half-closed a little more

The colors are taken from the drawing portrait.

[Eye details]

Like tofu

The one whom the knight serves

Malik's Gracos Story

By Duke Seldik's coup, King Ferdinand IV was killed, and the Baronia Knights were placed under the duke's command. Like the other knights, Malik was forced to take up his sword as a knight who would protect the duke. Bound by his position, he strictly fulfilled the duties demanded of him and turned his blade toward Richard, the person he was originally supposed to serve. Yet what sometimes flickered within him was not a sense of duty or the pride of knighthood, but a resolve that seemed, in places, almost nihilistic. Malik's dignified exit when he was defeated by Richard and Asbel seemed as if he were seeking a gravestone befitting himself.

"That is my job now."

Malik

[Expression Collection]

They say a man deepens from the separations he has experienced. If so, how much anguish must be hidden in Malik's profile? In the eyes that change their impression with casually swept-back hair, sadness and [illegible]

The Cross He Bears

Malik's Graces Story

Once he turned his blade against Richard and wore the stigma of treason, Malik. In exchange for being spared execution, he was removed from the order of knights and, together with Asbel, began working to resolve the Lant issue. However, a premonition of battles already filled the road ahead, and he could not escape the curse of the sword. Whether when he was a knight or now that he has lost that title, the more he struggles to protect life, the more his power, before he knows it, takes lives beyond what it protects. Malik, who once sought reform for his homeland and walked through seas of blood believing it would bring salvation, was still secretly searching beyond the [illegible] path of sin that continued before him.

"I wonder when I'll ever get out of this karma..."

● Status Illustration

A knight academy instructor, former soldier, and exile. The robust body shaped by such a background asserts itself even beneath his casual jacket. His adult smile—often called a heartbreaker—hides the resolve born from having

● Back view

On a Cold, Snowy Night

Malik's Graces Story

In the declining empire of Fendel, stricken by resource shortages, the remote village of Beranik was particularly impoverished. Malik watched the hushed scene with an expression different from that of the others. The reforming flame once kindled by him and his comrade Kurtz, and by his beloved Robelia, the young soldier, had long since been extinguished, and there was not the slightest trace of it in the village frozen by snow and ice. That night, illuminated by the light of a glowing stone, he sang to Sophie the songs of men who had been passionate about setting the world right. Awakened by his low, quietly resonant voice, an unforgettable and precious image rose in his mind, only to be swallowed again by the [illegible] snow.

"Searching... once again, for the ideals I have lost..."

● Secret Technique Cut-in

"Let's get started!"

"Secret Art, Calamity Rondo!!"

"Keep eating it!"

Shinten Rekkū Zankō Senpū Messai Shinbatsu Kassatsu Geki

(Shinten rekkū zankō senpū
Messai shinbatsu kassatsu geki!)

Things I Wanted to Protect

Malik's Graces Story

Kurt, who once sought transformation alongside Malik, had now risen to a military commander and risked Fendel's fate by taking on research into the Great Crimson Lotus Stone. However, the experiment failed, and he stopped the tragedy with his life. What his friend, who died in Malik's arms, left behind was not a curse for abandoning their country, but words entrusting the nation's future. Malik comes to realize that the "power to protect" is not blood or force, but the conviction to care for what must be protected. Finally finding his path through Kurt's forgiveness, Malik vows to advance with Asbel and the others to protect his homeland, the world, and the many hopes that scattered away.

"What is absolutely necessary to save someone is the feeling of cherishing that person."

Face Patterns

"Hah."

"Pass."

"Watch out!"

"I don't understand."

"Back then, I was....."

"I was supposed to protect them..."

"Let's see."

"..... What kind of taste is this?"

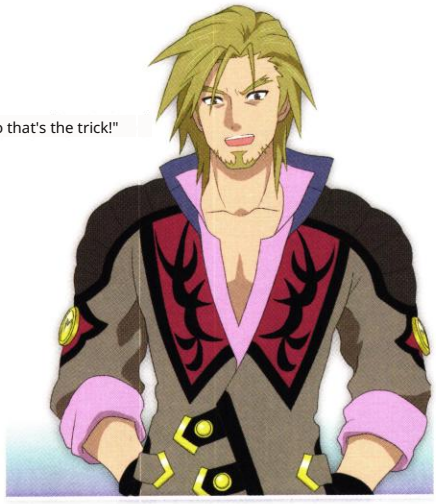
A man who knows the shape of solace

Malik's Graces Story

Fendel, who had been strongly autocratic, began to change after the turmoil caused by Lambda and the death of Kurt. Malik, swearing to his deceased friends and lover, worked as a special military officer attached to the Supreme Leader to devote himself to rebuilding the nation. However, bearing the fate of the country, the world, and the stars, he risked losing sight of small happinesses and brief respites. His pupils—particularly Sophie, who was tormented by others' schemes and whose innocent heart was wounded—appeared painfully fragile within a future full of possibilities. He taught Asbel the importance of spending time together. The words of a man who had lost the one [illegible] were filled with many unt

"Spend a lot of time together."

"So that's the trick!"



"Listen, tai-chazuke is—"

"—the dashi (broth)."

"Lobelia..."

"Show me."

"That might be so."

"Shall I sing one?"

"If you're a man, speak with your back!"

The path that guides oneself

Malik's Graces Story

As a reform leader and as an instructor at the knight academy, Malik was always expected to be a model for others and a guide toward the future. Yet the words meant to support and encourage them were truly directed at himself. Because he knew the fear and pain of loss, he sought his own way forward by borrowing the robe of a forerunner. The one who saw through that was Lambda, who should have been the most distant from human entanglements. He accepted Asbel's words—thrown from within—with a wry agreement and reflected: he had urged himself on and walked this far trying to gather up many hopes that went unrewarded. Still, it seemed that at the path holding the future ahead would be they themselves who would lead h

"Honestly, I can't tell who's the teacher anymore."

Hehe... anything
I can't help but want to know.
It's just my nature~

Pascal

Pascal

Age: 22 years old
Height: 155 cm
Weight: 45 kg
Combat type: Rune Knight
First-person pronoun: Atashi
CV: Kana Ueda

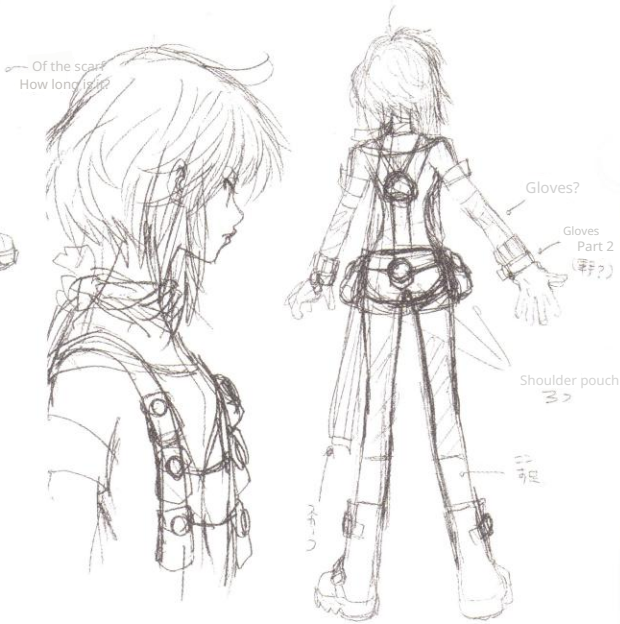
Guided by an extraordinary curiosity, he is a genius engineer who wanders the lands. He takes an interest in the Sophie he met by chance and, driven by a single desire to "hug her, " accompanies Asbel and the others on their journey. Free-spirited and nonchalant, he is well versed in laxion technology and ancient ruins, and his knowledge and initiative become the force that changes the fates of Asbel, Sophie, and Richard.

● Concept art

[Before rough sketch]

[Rough sketch Rear]

"Grooming is irrelevant!" Pascal declares with his whole body. He sticks to practicality with pocket-filled suspenders and rugged boots. Because he dislikes bathing, his hair is perfect



Appears! The mysterious genius engineer

Pascal's Graces Story

Wallbridge, the fortress separating Windor's royal capital Baronia and the southern dominion Grellside. Pascal, having arrived here after a carefree journey in search of his family roots, encounters Asbel and his group as they attempt to flee the capital. The sharp-eyed Pascal discovers a girl, Sophie, who is the spitting image of the records of an ancient ruin. Unable to contain his curiosity about her, Pascal decides unilaterally to accompany them, indifferent to their suspicions. Always looking for an opportunity to cling to her, Pascal watches Sophie like a tiger stalking its prey. Thus begins a period of hardship for Sophie, who must constantly flee from Pascal's advances.

"I want to know more about Sophie, research her, and touch her!"

[Color Illustration Front]

The base is silver hair, but one characteristic of the Anmulchia (アンマルチア) tribe is that the color becomes stronger toward the tips. In Pascal's case, it is a vivid red, which suits her small, animal-l

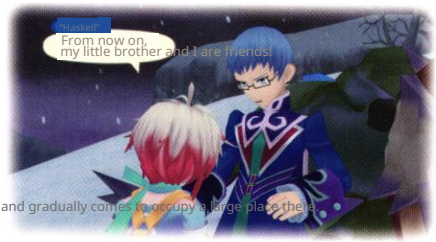
[Colored Painting · Back]

The sponge, which gives off the impression of having been casually picked out, is [illegible] it with the hem she cut herself rolled up. Because it is too large, the baggy shoulder straps make her slender body stand out even more. Her favorite items are work gloves and a hip bag. Naturally, there is not a single feminine item inside; it goes without

Of course, right?

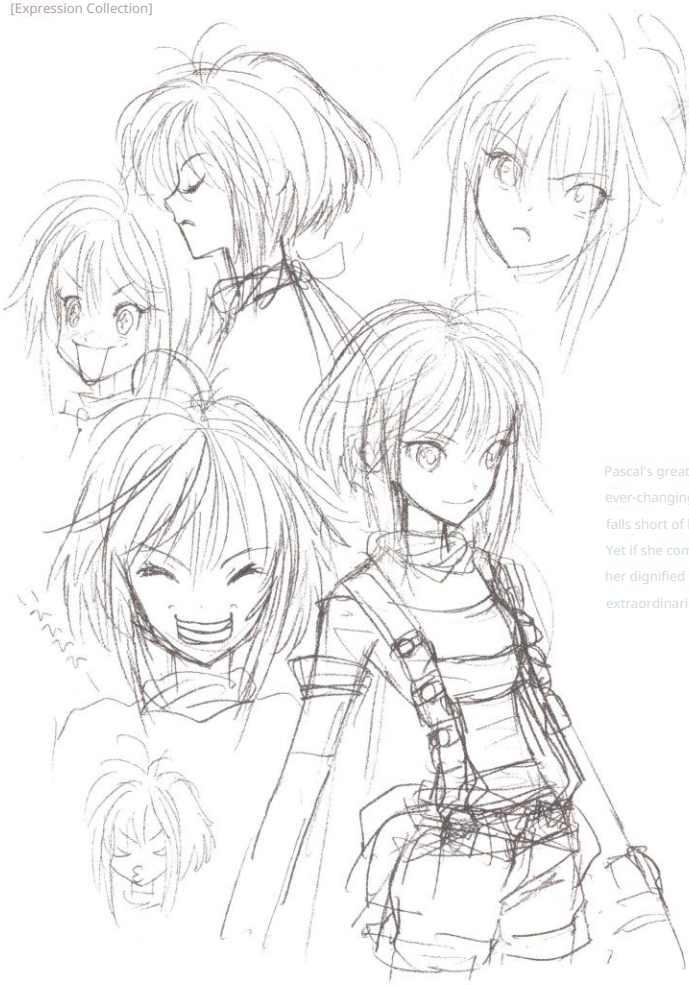
Pascal's Graces Story

At first, Pascal joined the party simply because he "wanted to touch Sophie." His way of living—entrusting all his actions to his instincts and curiosity—along with his lineage as a descendant of the legendary Anmaltia tribe, arouses Hubert's suspicions. Yet Pascal pays no mind to clear rejection. Moreover, disregarding his own safety, he shields him from attacking monsters. There is no bargaining or calculation in this—simply because they are comrades, because he cares, he "protected" him. Her straightforward attitude, without duplicity, steps unhesitatingly into Hubert's heart, which had grown distrustful from childhood experiences, and gradually comes to occupy a large place there.



"Why, you ask... because a comrade was in danger, right?"

[Expression Collection]



Pascal's greatest charm is a lively, ever-changing expression that in no way falls short of her eccentric words and actions. Yet if she composes herself, one can see from her dignified features that she is actually extraordinarily beautiful. It's rare to find a woman of ma

I love you, big sister

Pascal was proud of her elder sister, Fourier, who was one year older. Beautiful, resolute, and capable of anything—her boastful sister. But Fourier herself felt strong jealousy and inferiority toward her prodigiously talented younger sister. Even the research Pascal thought they were competing in was a continuous humiliation for Fourier, who was shown up again and again. When Fourier confronted Pascal, revealing that Pascal's words and actions had been hurting her, Pascal was shocked by the unexpected confession. But I love my sister this much. She trembled in her shoulders and sobbed like a child for a long time.

Pascal's Graces Story

"I had been causing my sister pain without even realizing it..."

● Status Illustration

● Rear View

Living guided by curiosity, Pascal finds excessive fashion unnecessary. Embracing the motto of simplicity and sturdiness, she favors boyish suspenders and plain work gloves. Yet for her active lifestyle, that very wo

The Tragedy Born of Genius

Pascal's Graces Story

Pascal devoted herself to research extracting elemental material from the fiery brilliance stone. However, she could not compensate for the element's instability, and even with her intellect it could not be made practical. Nevertheless, the research was secretly continued by Fourier, and experiments were carried out as a national project of the Fendel government. Despite understanding the danger, the nation's poverty left no choice, and the death of Officer Kurt—an event bound to happen—occurred. Pascal witnessed the tragedy and finally realized the responsibility that her previously curiosity-driven research must bear. Following his will, she engraved in her heart, in her knowledge, in her "power" to save people

"This all happened because of me."

● Secret Technique Cut-in

"Kyupīn!" Suiryoku, the Emerald Emperor
Tear it apart and go!

"Let's go, partner!"
Let's go! Tetteree♪
Dream Strikers!
"Dohha!!"

The Role of Anmalchia

Pascal's Graces Story

After the journey, Sophie, who had become like a beloved younger sister, follows her duty as a Protos and intends to erase Lambda at the cost of her life. To keep her alive and repel Lambda's threat, Pascal mobilized the ancient knowledge guarded by his clan and the technology of their home planet Fodra—the very roots of that knowledge—to carve out a path for the group. This was both driven by his own curiosity and his responsibility as one of the Anmalchians who had inherited the power to shape the future. It was also a vow to the sister who had protected him through his inner conflicts. On the eve of the decisive battle, she smiles as if she were just going out for a little shopping. There were no traces of tears left on her face.

"Let's shine so much that Sophie won't even have a chance to step in."

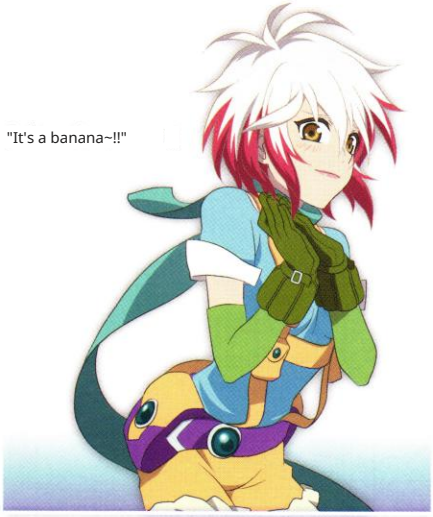
● Face pattern

"That's right."

"I think that's fine."

"Hmm... I wonder?"

"That's amazing!"



"It's a banana~!!"

"Are you listening?"

"Impossible."

"Oh dear~"

"Mm-hmm."

"I'm full~"

Wept for power beyond reach

Pascale's Graces Story

Pascale was always optimistic. Intuition and discernment overrode prejudice. He didn't for a moment think Sophie was special; before being a humanoid, she was simply his cute little sister. Yet Sophie's plea to become human was far more serious and, painfully, more heartbreaking than he had imagined. She had come to seek him in silence from Asbel, who had never left her side for a moment — it was to "become human." Pascale, who had not cried hard since his big fight with Fourier, wept bitterly for the first time in a long while. Sophie's sorrow had so deeply pierced his heart. And now, in contrast to before, he firmly felt that it was his turn to give Sophie strength.

"You're human enough even now."

"I did it, you know."

"That's troublesome, isn't it?"

"What is it?"

"It's dangerous!"

"Lend it to me"

"Big sister..."

"Uhhya~"

"Sorry~"

"Let me touch you♡"

For whom does the night labor

Pascal's Graces Story

The wisdom of Anmalthia once drove a grand civilization toward ruin and spawned tragedies that continue to the present day. From Lambda's and the Little Queen's perspectives, its mere existence is a towering symbol of sin born from human arrogance. But such ancient matters were irrelevant to Pascal. If there is knowledge and wisdom and hands to shape them, she would devote them to someone dear. And if it also satisfied her insatiable curiosity, pulling an all-nighter without food or bath was more than worth it. Yet the fact that one reason she prepared measures to protect Asbel included "to reassure little brother" was a mystery even she did not notice...

"Sophy will be happy, and little brother will be happy too"

● Secret Technique Cut-in

Emeraude

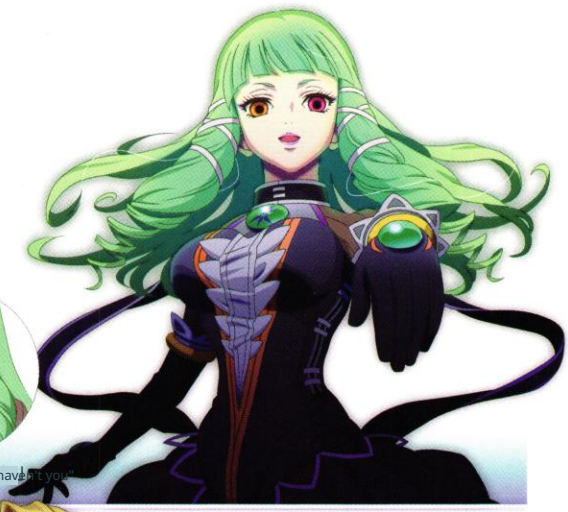
Emerald

"Divine lightning! Bow down before me!"
Decide Saber!"

● Face pattern

"Very well then"

"You have failed, have at you!"



Victoria

Victoria

"Gooo! I won't let you escape!
You cannot defy nature!"

Cerdic

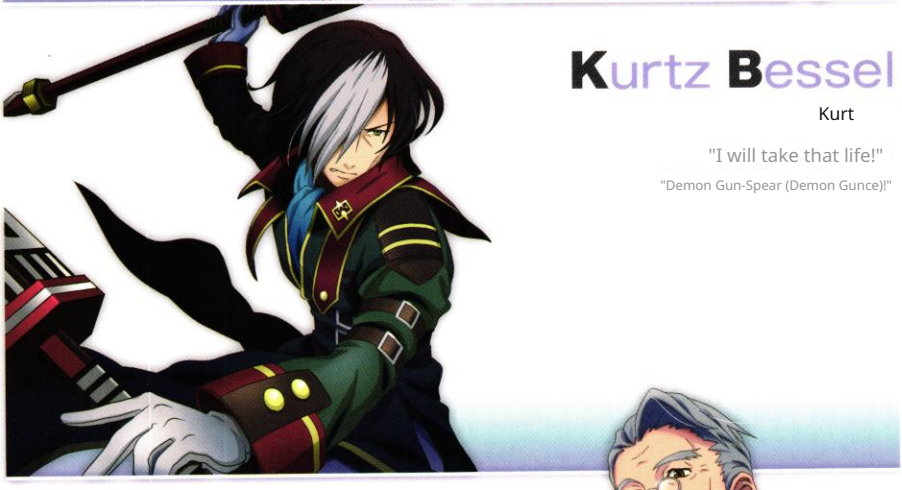
Serdik

"This is the end!"
"Maou Bakuen Ha (魔王爆焰破)!!"

Fourier

Fourier

"Goddess of the Blue Sea, carve out an unknown path!
Cyandeem Exceed!!"



Kurtz Bessel

Kurt

"I will take that life!"

"Demon Gun-Spear (Demon Gunce)!"

Frederic Barnes

Frederick

"Here we go."
Manyar.....Bomber!!

Solomos

Solomos

Great Radiant Star Dragon

"My heart is calm and composed... Receive the supreme, utmost fist!"

"This secret art is, in short, flawless perfection!"

Poisson

Poisson

"A do-or-die gamble! / A desperate all-or-nothing throw!
Ice Formation: Rending Destruction!"

"Terrant Hammer!"

Piyopiyo

piyopiyo

"Pipi~!"

"(Wish upon the stars!)"

Kamenin

Kamenin

"I'll go all at once!"

Kohak Hearts

Kohaku

"Shine! Aurora of the night sky!"
Fall! Starlight!!"

Reala

Riara

"Power of destruction sleeping in the earth! Truly awaken!
Gran Vanish!!"

Veigue Lungberg

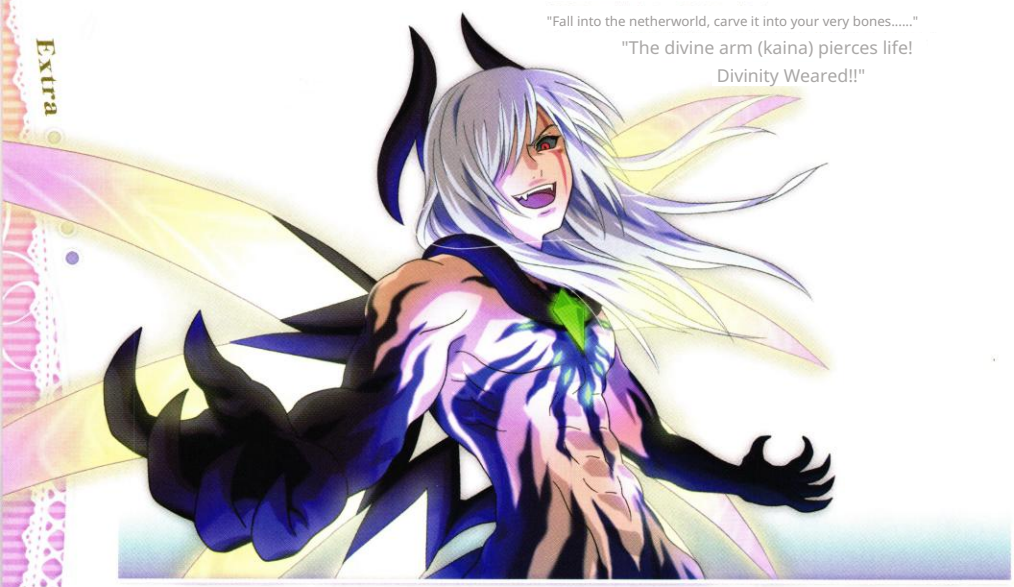
Veigue

"Sword of Absolute Ice!"
Carve it into your being! Celsius Caliber!!"

Richard polluted with Lambda

Richard

"Fall into the netherworld, carve it into your very bones....."
"The divine arm (kaina) pierces life!
Divinity Weared!!"



Lambda Angelus

Lambda Angels

"Tremble before the aurora of the night sky Fall! Disaster Light!!"

Little Queen

Little Queen

"Let us go together back to the stars.....!
You need not suffer.....!
Your consciousness will soon fade away.....!"

Fodra Queen

Fodra Queen

"Be ashamed of yourself in the gap between the stars! Scatter into the void and vanish into nothingness! Vanish End!!"

Groovy Chat Cut-in

~Main Scenario & Side Events~

Asbel & Sophie

"Heave-ho..."

Sophie

"...It's okay."

Hubert

"I thought about leaving it in the desert, but..."

Cheria

"Let me see."

Cheria

"I will absolutely protect you."

Cheria

"Kyaaa!"

Malik

"Now, do as you please."

Sophie & Pascal

"Pat pat pat... I'm moved~"

Hubert

"Uwa....."

Asbel

"Gyu~~"

Hubert

"I want you to stop~"

Asbel

"It's fine!"

Hubert

"Geez~"

"...Well then, thrust it in."

"Wait a moment!"

"...Isn't that impossible?"

"I don't dislike it, but... um..."

"That's great, Asbel."

"Lambda, that's great for you."

"What is it, Asbel?"

"Is it okay?"

"Happy birthday~!"

".....Boo"

"Mukyu~"

"Sandy Beach Squadron Sun Oil Star - Red!"

"This is also a memo, isn't it?"

"Brother... well, it's fine, I guess..."

"She kind of looks like Cheria when she was a child."

"...Speaking of being caring, Cheria is also..."

"(Ahahaha....." ·····)」

"(Ufufufu.....)"

"I will never lose to Sheria~!"

"Alright then, let's promise."

"Sleep~.....:. ♪"

"It's too hot to swim inside the miso soup...."

"Nooooo!!"

"...Why am I trying so hard like this...?"

"Do you want to serve uncle?"

"But that one... "

"Good grief, you really are something."

"I am 'Mask de Baronia'!"

"This place is so rich, Grandpa. Hehehe..."

"It will hurt a little, 'grandchild.' Heh heh heh..."

"M. Scissors"

"Isn't that the instructor?" ……

"...Is this a hit?"

"You guys...!"

"This is... not a cat..."

"Neko-nin...?" ‥

"Yes, nam~!"

「…… Sniffle...

"Oh, perfect, Richard."

"...Honestly, big brother never changes, does he?"

"I'm going to go defeat the evil monsters."

Groovy Chat Cut-in
~Downloadable Content~

all the members

"Today is the release day of 'Tales of Graces f'!"

Asbel

"On this day, December 14, 15 years of Genroku... "

all the members

"Today is Christmas Eve"

about Marik

"They're coming to cut down the chimney of the house"

Pascal

"Because this child said they wanted to take a day off"

Pascal

"Unnnh... damn you!"

Asbel

"I win!"

all the members

"Happy New Year!"

all the members

"It's the day to celebrate people who became adults."

Asbel

"G-Ga-ra-i... guf...!"

Sophie

"Ngh ngh ngh...."

Pascal

"Itadakimasu~ ♪" (Let's eat!)

Hubert

"I'll give you mine!"

Sheria

"Oni wa soto! Oni wa soto!" (Demons out! Demons out!)

Malik

"Stop it, Sheria, ouch.....!"

Hubert

"Today is the anniversary of the death of the manga god"

Malik

"Woooaaah.....!"

Abel

"I-it's heavy..... I can't stand up....."

Abel

"R-right now I want... someone's help....."

all the girls

"It's Valentine's Day today, isn't it?"

all the members

"Today is the Doll Festival (Hinamatsuri)."

Pascal

"What!? For me? Yay~!!"

Hubert

"Ah, w-well, this doesn't, um, have any special meaning."

all the boys

"It's the day boys give presents!"

all the members

"Presentation of diplomas!"

Malik

"The god of lies will make your nose grow, you know."

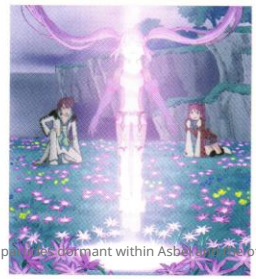
Malik

"The frown between your brows has more wrinkles than before."

End Credits Insert Illustration

● Main Story Ending

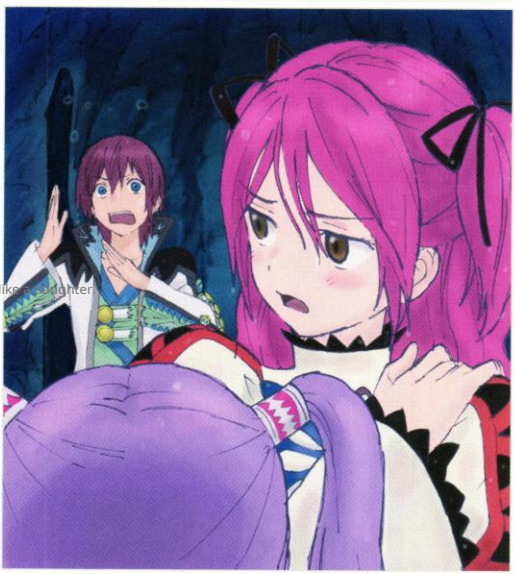
A trivial playful impulse drew them together by fate, and the encounter made the small Asbel resolve to “protect” w



The "reunion" with Sophie in the flower field was her "rebirth" brought about by the reconstruction of the p[illegible] dormant within Asbel and [illegible]others.

Knowing the meaning of the promise, she carved her own name for the first time. The vow they made with their hands stacked together became a bond that, after overcoming much suffering and many tears, once again tied their hearts together. And in the distant future, another name she would witness would be ad

Sophie says she will sow a seed, carefully keeping that single grain. Because Kurosofi, who gave her a name like a daughter



When Pascal suddenly appears and hugs her, Asbel desperately shields Sophie. Her oddness now see[illegible]

The easy familiarity of a childhood friend, the awkwardness after their reunion, and the astonishingly beautiful profile. Drowned in so many emotions and falling silent, Asbel made Sheria, who was wet, feel an impure gaze and she took the initiati

The night before the Wallbridge assault, the two of them share the pain, doubts, and determination of needle from the same country having to fight each other.

Pascal shields Hubert and, without hesitation, leaps before the beast. That reckless act is driven solely by "because I'm a co

The chaos of the kidnapping incident brought about a "reconciling handshake." The seventy-one years that had remained frozen by confusion and anxiety begin to be reclaimed by the gentle girl who stood by that day. When the warmth of her hand speaks loud

Having witnessed the death of his sworn friend Kurt in his arms, Malik inherits the longing for a true homeland [illegible] his life to set the world r

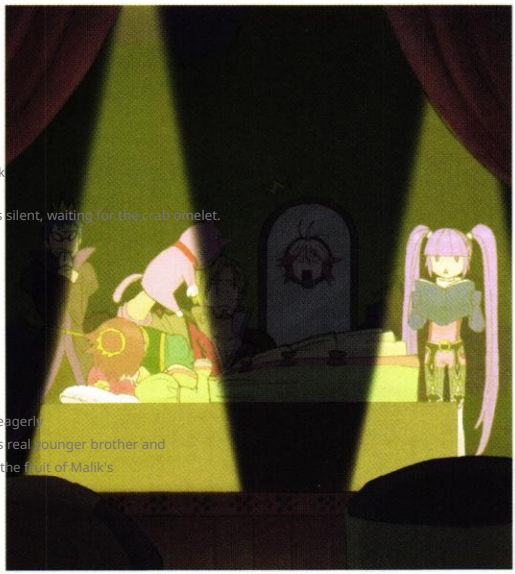
Sophie faces Lambda in a death struggle as "Protos 1." Her expression can be read as either the enlightenment of duty or a

Even blood relations can fail to understand one another, can miss each other—and yet, for the same wish, they may someday stand side by side. Hubert comforts Pascal, who is crying from his sister's rejection, with his own awkward words; still, he tries desperately to soothe him, because he himself has long suffered the

End credits insert: yales of faces / PERFECTGUIDE 669

Sheria's eyes glitter at Malik's skill; a man who can cook "People are wonderful♥". On the other hand, Sophie stays silent, waiting for the crab omelet.

The instructing officer peeking eagerly and the genius engineer and his real younger brother and his future daughter. Is this also the fruit of Malik's gifted education.....?



The stage play "Sherry Snow Princess," which swept the year's Beranic conversation. Malik's casually decisive elbow strike taken by surprise in the dark—was it the loving whip of a teacher forever frustrated with his pupil, or was he simply

● "Lineage to the Future" Ending

Asbel sits at the desk that Aston, as a young lord, fondly used for official business. The domain's management is entrusted to the reliable Frederick.

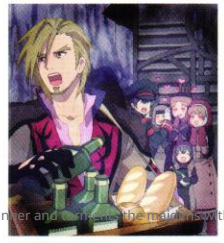
For his beloved Asbel and dear Sophie. Smiles brim even over the homemade meals prepared by the future Lady

In Lant, which repelled the threat of the Little Queen and restored peace, Asbel and Sheria have gained a happy daily life. As promised, the day they become "family" is probably near. May luck also be with the unfortunate Barry & Raymond duo whose defeat has become decisive!

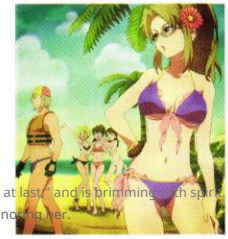
Carrying Hubert's feelings all the way to Fendel is a pigeon-shaped (!?) communication device handmade by Pascal and passed down from Malik. Hoping that, beyond the curt exchanged messages, even the unspoken feelings might reach the insensitive girl.

In the flowerbed of memories of the late "grandfather," she plants a precious Kurosofi. Sofi's wish is for a garden-

After undergoing numerous trials, Richard—revered as a renowned ruler of Wind —is devoted to realizing their happiness of all people beyon



Malik, who gains fans simply by walking down the street, delivers relief supplies in a dependable manner and comforts the maidens with loveseick tess.



Today Victoria is fully determined, thinking, "I'll make him notice my charm at last," and is brimming with spirit. Malik, however, is completely oblivious and ignores her. Unaware and completely ignoring her.

Faced with the unyielding older sister and the formidable younger one teaming up, even Pascal had no choice but to give in—finally taking a bath after (bleep) weeks. Only the smell is regrettable; otherwise she is exceptionally fresh and stylish, a splendid 22-ye

A-row (A section)

Arne [Personal name] The lone woman among the "Jet-Black Wings" and Joe's older sister. She calls herself a cook and spends her days training to open her own restaurant, but her sense of taste and cooking skills are hopelessly poor—when she worked as a chef attached to the Baronia royal palace, she sent several people to the hospital with food poisoning, or rather, sent them to heaven. The current victim is, needless to say, the youngest, Joe, and Asbel and others who meet them on their travels also often fall prey. Her trademark is a chef's hat that grows taller with each passing day, proportional to her mountain-sized confidence. Ice Candy [Item] A frozen confection born from the free-spirited idea of a girl living in the town below Paronia Castle. Various flavored juices are cooled and solidified using the power of the elements. Beyond the obvious concept of a cold treat, its novelty lies in the previously uncommon convenience of being able to eat while walking and the fun of

Ice Gummy Juice [Other] A supreme sweet that overturns the common sense of Strata, a desert country where the sun beats down year-round. A glass filled with gummies of various colors is filled with ice so that you can enjoy their colors and chill at the same time. At inns in Yuliberte there is even a device apparently dedicated to making ice gummy juice; its tubular form, resembling a pipe organ, is from Reddy, who, like Ice, is also associated with ice, and delights children of all ages from journeymen to [illegible]

He is also a great lover of red wine and has deep knowledge of foods that pair well with wine, such as meat and cheese. Incidentally, his bathtub at home is filled with [illegible] which surpasses even premium ing

Aqua Barrier [Civilization · Culture] A layer of water surrounding the entire Ephinea spreads overhead and is also called the "sea of the sky."

Aston Rant [Person's Name] Father of Asbel and lord of the Rant domain in the Kingdom of Windor. He was extremely strict toward his eldest son, Asbel, due to expectations for him as the heir, which became the cause of Asbel leaving home and entering the knight academy. However, his excessive severity—especially forcing Asbel to become the next lord and sending his second son Hubert as an adopted son to another country—stemmed from his experience of having once fought over succession with his biological brother Adolf and losing him. He confronted the invading Fendel army that crossed the border and died an honorable death in battle without reconciling with his sons. He was 46 years old at the time of death. According to what the butler Frederick later recounted, a young Aston was tormented by the succession dispute with his brother and by the border situation, and he seemed to regard cultivating the flowers and plants around the mansion as a kind of penance. It was also through this that he and Kelly, whose relationship had cooled almost to the point of breaking because of differences in values, were able to rebuild their relationship: while he went to the conflict zone, Kelly stayed behind and tended the flowerbeds. Because he was clumsy, his kindness and attentiveness were not understood by anyone except those very close to him. Aston's Sword [Item] The treasured sword bestowed upon Aston by Ferdinand IV, the royal sacred sword Excalibur of the Windor royal family. Because the

He is the origin. Therefore, acting under the influence of Lambda's power, he works desperately to restore a [illegible] which surpasses even premium ing gradually losing himself, and at the same time to save Protoss-1 [illegible] Lambda—risking his life. After attending knight school, he matures into a thoughtful young man; from being reserve

Adolf [Personal name] He is Aston's elder brother and the uncle of Asper and the others. Because of his free-spirited nature, he was deemed unfit to inherit the lordship and was forced into a succession dispute with his younger brother Aston. Shortly after being expelled from Rant, he died in despair. The circumstances of this event later had a major influence on Aston when considering the futures of his sons. Anice Tatlin [Personal name] One of the people who sent a marriage proposal (tsurisho) as a prospective match for Asbel. In "Tales of the Abyss," there is a dollmaster of the Lorelei cult who has a girl of the [illegible] In an alternate world, "Anice Tatlin" was practically working in servitude in exchange for her parents' large debts; while she played the part of a pure and innocent girl, she was actually a shrewd young woman dreaming of marrying into wealth. Blinded by the lure of money, she allegedly pretended to be meek and drew near to Luke, the prodigal son of a ducal family. Once his thoughtlessness was exposed, she turned cold and adopted a severe attitude, displaying her trademark sharp tongue. It seems she gave up hopes of becoming a carefree young mistress. Miss Anice, who proposed marriage to the Rant family, was likely dazzled by the title of "lord" and his assets... The Anmarchia Clan [Organization] A legendary family that built an ancient civilization. They established a village in the

ere a group of engineers w[illegible]

※This dictionary of personal names and terms contains interpretations unique to the e

They reproduce early, and even when they present themselves to outsiders as brothers or sisters, it is not uncommon for them to actually have parent-child relationships.

Anmaltia Village [Facility / Place Name] Zave A settlement that exists unnoticed in the mountains below the descent. The mountain peaks are connected by corridors, giving it a fantastical atmosphere. It used to be in Strata, but at some point it moved its activities to a snow-bound land. The landmark is a fountain that spurts chocolate; it is said to have been built by an former elder to help those who live for research recover from fatigue and replenish sugars. The region where the village is located is called "Kurumen" by the Fendel government, meaning "the land of those who moved in," and the people of Fendel are taught to avoid approaching it. However, Anmaltia has traditionally remained politically neutral, and it is inferred that the reason for the avoidance was actually a former convenience of Fendel's side—fear of their technological capabilities.

Bold Stone Sightseeing Commemoration

Otherworldly Paradise [Facility/Place Name] In Fódlan, which has lain desolate for a millennium, this is the only area where abundant nature can be seen. After the Little Queen purged people in an effort to protect the stars from human hands, Fódlan entered a gradual process of world regeneration, and this place was formed by the energy that surfaced on the land. Because it has strong ties to Rasta Kanan, the Little Queen often appears here. Living Encyclopedia [Civilization/Culture] A self-proclaimed old man on Basement Level 12 of the Zavatt's Gov

The dog that's always sleeping [personal name] A dog kept at a villager's house in Rant. It loves the landing on the stairs and sleeps in the same spot every day. The dog that once frightened Hubert as a child, after seven years, had a fast in sleep that was remarkably calm and peaceful when seen again.

Innocent Shine [Item] A knife equipped by Cheria, its shape derived from the actually sword "Durandal" of the war god Asura that appears in Tales of Innocence. It also alludes to the secret art of the same name unleashed by Tear in Tales of the Abyss. It grants a power like a vortex of light to uphold a pure will. Imp Plush [Item] A small demon-shaped plush that follows and fights alongside the Spirit Knight. Its large eyes staring into the void hide a certain malignance beneath their cuteness, and i

Victoria [Person's name] is a female knight belonging to the Windol Kingdom Knight Order and an instructor at Paronia Knight Academy. Among the currently serving female knights she holds the highest rank; not only is she skilled, but her beauty makes her very popular with the students. However, she never shows leniency in her duties and once punished Asbel by ordering him to polish the school's floors for three days. During Duke Cerdick's coup, she led the guard and turned her blade against Richard, and although she was discharged after the rebellion was suppressed, her skill was later recognized and she was reinstated in

The Kingdom of Windel [Facilities & Place Names] The Great Light of Wind A kingdom supported by stone—Great Verdite (Guroandi). As the nation's guard organization, it possesses a unique form not found in other countries: an order of knights, whose creed is expressed in the knights' words, "Guidance of the sword and the wind." It is a feudal state that entrusts local autonomy to each lord. In large domains exemplified by Grelside, militia forces that are comparable in strength to the knightly order protect the territories. Even

Windol Cattle [Other] Cattle famous in Windol. Most have a white base with black patches, but for some reason, very rarely, individuals are born with a camouflage pattern bearing the kingdom's crest—an appearance that clearly suggests a story behind them. Fresh milk is one of Windol's important domestic robot stuffs, reclaimed old man on Basement Level 12 of the Zavatt's Gov

Veigue Lungber (personal name) Greater than life Walking a solitary journey to find a sorrowful woman, a taciturn man. While seeking clues of the sword that will help him, he crosses space and time from the world of "Tales of Rebirth" and manifests in the world as the black-robed guardian of the Arena Isle. He was once deeply impressed by the "coexistence of species" that the wo

Wallbridge [Facility / Place Name] Windor A bridge connecting the royal capital Baronia and the southern city of Grelside. It is built in a complex way with military installations so that it can also function as a fortress in times of emergency. According to the turtle-person stationed on the observation deck, the croquet

Cave by the Sea [Facility / Place Name] A cave located on the northern coast of Lant, bordering Undol. The cave has been eroded by seawater, and water seeps into its interior in many places. The Ammalcia (Anmalchia) who or

Business License [Other] A permit for operating a store issued by the Windle government. Stores that have received this permit are required to display it in a visible place inside the premises. In

Satellite Absolute Protection System [Technology] Common name for the Lambda capture and sealing system composed of the compass band and its central Zone Cage. According to sources, the great being that shakes the world, the Great Radiant Star Dragon, is also said to be sleeping becaus

House of Wisdom [Facility / Place Name] A clan record vehicle inherited by the Anmarchia tribe. It stores their records and knowledge dating back to the Fodora era, and only the clan chiefs over generations are permitted to enter and consult the records. In addition to many items kept in the Anmarchia village, the crystallizations of their wisdom are also hidden beneath the

Fodora era, and only the clan

Good Protractor [Other] A h

ero [Other] The person sought by the saint Lyara who appears at Riot Peak and Zo-on Cage. However, the "hero" she finally found in the land of Efinéa after crossing time and spa

Excalibur [Item] A legendary holy sword that manipulates elements, forged using Anmarchia's technology at the founding of Windor. In recognition of his service supporting the former King Ferdinand IV, it was bestowed upon Lord Aston of Rant. However, upon receiving the sword along with his medal, Aston surrendered the ring that served as the scabbard's key and maintained a posture of submission and loyalty to the royal family. Thereafter it was cherished as a family heirloom of the Rant household, and the so-called "Aston's Sword" that Asbel casually carried around as his personal weapon once he was old enough to understand was none other than this Excalibur. Over the long years it became rusted and chipped, and after an ill fate in which it was sold to Asbel as collateral for a scholarship, it was restored to its original brilliance and power by Gaus, the head of Anmarchia. Estelle Plush [Item] A plush doll modeled after a pure and adorable princess who loves collecting items and books. The plush faithfully reproduces even the dignified dress she wears when sneaking out of the castle. Its neatly sitting pose is as charming as the real thing. Am I cute? Eternal Scar [Item] One of the knives equipped by Sheena, originating from "Tales of Eternia." "Scar" means a wound or mark, hence the imposing name "Eternal Scar." Emerald [Personal name] was a humanoid researcher belonging to Cornell Institute of Fodora and the creator of Protoss 1, a combat humanoid for counter-Lambda operations—namely, Sophie. She was one of Anmarchia, Fodora's group of engineers known for their high technical skill. Devoted to her superior Cornell, she supported him devotedly in both public and private matters even after losing the use of her legs due to his mistake, but her feelings for him went unrequited. Seeing Cornell become obsessed with the research subject Lambda while aware of her feelings, she developed mixed emotions of love and hatred toward him. Later, triggered by the Lambda cells, she clashed with Asbel and others visited Fodra, causing Lambda

They learn to survive and are fascinated by its astonishing abilities and plot to incorporate it into themselves, but instead their bodies are taken over and they lose their lives. Emerold Replica [Person] A figure appearing in a district of Zaon Cage who looks exactly like Emerold. Her true identity is a humanoid distinct from the one Asbel and the others met. In the past, amid the chaos as Fodra's doom drew near, just before undergoing replacement into a humanoid to extend her life, she entered her second period of great popularity in life and harbored a strong desire to remain admired. Because of that, the spare body she had used for a time became inhabited by her soul and turned into another self. Her character, boiling with an instinct to live for love, runs even more recklessly and on a much higher plane than the original who died dreaming of becoming the world's cre Element Research Institute [Facility/Place] One of the research facilities left in Fodra. After Cornell was detained, research related to Lambda was conducted here, and data related to the Little Queen remains. Element (Eres) High [Other] A kind of intoxication/confusion state caused by environments with high element concentration. Many Ma exhibit strangely high spirits and adapt to an obviously odd atmosphere. In the Zaos Cage area, Lanya, the element concentration is Eugen [Person] The Supreme Commander who has reigned at the top of Fendel for many years. About twenty years ago, after violently suppressing a reform movement led mainly by young soldiers, his rule took on an even stronger military character. Concerned about the current reliance of the economy and industry on the scarce luminous stone, he accepted technical assistance from the Anmarchar people and carried out multiple invasion operations into the Land region of the Windol Kingdom. He has even exchanged blows in war with the young Ferdinand IV, Lord Aston of Land, and Duke Dale. However, after Richard, who was parasitized by Lambda, seized the element and caused the loss of

A solid, long passage connecting this highway. Fossils of creatures now extinct remain among the ruins, evoking the royal capital's history. Lambda, who fled to Efinia, after a long escape, reached the hall in this distri Wolf [Other] Someone who appears kind but is actually scary; used mainly as a metaphor questioning a man's chivalry toward women. This is King Richard's direct sarcasm toward Malik, a notorious ladies' man rumored to have women waiting for him at ports in every country. Oren [Facility/Place] A small village in the northeast of the Windol Kingdom. Its about 50 residents all worked in forestry, but it was attacked by monsters taken over by La Oswell Vault [Facility/Place] The Oswell family's treasure vault located in a section of the Strata Desert. Unique antiques and treasures passed down for generations are stored there in abundance. It seems Hubert was brought there with Raymon as a child, and his adoptive fa Maidens' Secret [Other] A secret for girls that must not be heard by boys. When the stomach gets a bit chubby by accident, a maiden quietly reduces her food portions while keeping a cool exp Princess Tales Anthology [Item] Stories of "princesses" written by many authors, including the classic Cinderella and Kaguya. They are a magic that briefly fulfills girls' eternal dreams. The children's book collection "Princess Tales Anthology," which compiles these works, still helps bring new thrills to bookshelves in households around the world. However, as is common with series publication Bento [Item] A boxed meal Kelly packed for Asbel and the others as they head into the decisive battle with Lambda. The contents are piled with their favorite dishes. The way she crammed in the three choices—"curry," "omurice," and "yakitori bowl"—is so exu

Omurice [Item] Hubert's favorite food. He had kept the fact that this was his favorite food hidden from Asbel and Shella, whom he reunited with after a long time, because he thought it made him seem childish. However, when faced with his mother Kelly's lovingly prepared omurice lunchbox, he finally gave

ity/Place name] A port town of Strata facing an inland sea. The rows of white-walled houses stand out against the blue sea, giving a sense of tropical openness.

Ka-row

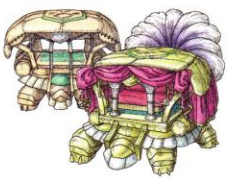
Kāji [Personal name] The eldest brother of "Jet-Black Wings." He keeps a lovable piyo-piyo (small bird) with his trademark purple afro. Aiming to become the world's greatest blacksmith, he continues to hammer hot iron every day, but so far he has never managed to complete anything other than battle swords or battle knives. When inspiration strikes, he suddenly claims he can "see feathers" and then acts on impulse,

Kurtzvessel [Person] An intelligent and strict man who serves as a technical officer in Fendel's army. In order to resolve a critical energy problem, he participated in experiments extracting elements from the Great Luminite and, as the person responsible, earned the Führer's trust. He was a classmate of Malik at the officers' academy and once led idealistic soldiers as a founder of the reform movement. As the movement was suppressed and faded, he split ways with Malik, who abandoned the country after his dreams failed, and chose to pursue reform by advancing within the military. He secretly harbored feelings for Robelia, who lost her life in the reform movement, and his military advancement also served to honor her death. He risked his life to stop the Great Luminite's rampage and died at the age of 40. Kaiga [Person] A playwright lodging at Beranic's inn. In an attempt to lift the spirits of the town's impoverished people, he planned to stage a play but could not conceive a story and therefore could not write a script. Inspired by the classical works delivered by Asbel and others, he successfully staged "Sherry Snow Princess." His ideal figure is his ancestor, the great writer Kaiga I. Gaus [Person] The current leader of the Ammarchia tribe. He

Kazahana (kazahana) [Civilization · Culture] Refers to flowers bathed in moonlight that catch the wind and soar into the air all at once, or to that phenomenon. It is especially seen in the Kurosovi flowers and is said to occur when the flowers, already in bloom, are exposed to moonlight for several nights. The Self-Spinning Hula Hoop [Other] A new item proposed with passionate determination by an uncle full of pioneering spirit who lives in the village of Ammarchia, exclaiming, "I want to make somethin

Kanitama [Item] Sofi's favorite; to put it plainly, "crab meat omelet with thick sauce." Although as a humanoid she would normally have no connection to human meals in terms of nutritional needs, living with Asbel and the others seems to have completely adapted her taste to the Rant family's flavors. She has acquired gut for this reason he also had a secret alliance with

Kamegusha [Skill] A merchant group called the Kamenin's trade A vehicle that serves as both tool and partner. They tame turtle-like monsters called tortoises and place baskets on their backs to carry cargo. Besides freight transport, they are also used for long-distance passenger travel; in that case, the cargo platform is configured as seating. There is also a turtle carriage used by royalty and distinguished guests, commonly called the "Imperial Turtle Carriage."



Kamenin [personal name] — A peddler who carries what appears to be a turtle shell on his back and, together with a "kamegusha" (tortoise cart) equipped with a cargo platform, travels the world trading the "Kameya" shops

Taking advantage of their established sales channels, they also operate long-distance passenger services. They have, to some extent, integrated into human society and play a part in its systems, but by their own account they insist they are "not human," and their ecology remains largely mysterious. A sense of tropical openness.

The Kamenin Headquarters [Facility / Place Name] — a distribution hub that also serves as the base for traveling merchants called Kamenin. It is located in the mountainous northern region of the Windle area, but its existence is not widely known. As far as the eye can see, rows of turtle-carts stretch out; tortoises, currently being domesticated to handle future l

Galeed Oswell [Person] A 48-year-old political merchant who has expanded his influence from Strata's capital, Yuriberute. Having no biological children, he adopted Hubert, the second son of Aston, Lord of Lant of the Windol Kingdom. He is a central figure in the Lant occupation policy and, disregarding the president and the government's intentions, has ordered aggressive incursions around Lant, for this reason he also had a secret alliance with

Gariben Frame [Item] Glasses with a decisive pin-bottom style that boldly defy the trends of the age. Their lenses are so thick they make the pupils look like a "3," and the black-rimmed frame, stripped of all decoration, asserts its presence as if to question modern people's definition of eyeglasses. Hube

Karta King [Person] Known by the blunt name "Karta King," whoever coined it. In his youth he made a name for himself across Zavet with his skill at magic karuta. Now that his body has aged, he seems to

Karta Maid [Person] A creepy maid who, behind the Dale Duke's mansion in Grellside, counts karuta cards night after night. She is said to be devoted to the aesthetics of having a complete set and will gleefully give away duplicates.

Gardia Shaft [Location/Facility] A huge shaft constructed when the people of Fodla intended to colonize Efinéa, built to transplant the heart core of their home star. The star core exists at the deepest part. Curry [Item] A dish made using a variety of spices, mainly eaten with rice. Originating in the southern nation of Strata, Windor developed its own arrangement, and today the Windor-style curry has become the mainstream. It is Asbel's favorite food, especially the mild variety.

Geese School Original [Other] The No. 3 piston discarded in the Tower contained [illegible],

Knight School [Organization] The royal knight training school of Windor located in Baronia. Many students train day and night as knight candidates to become knights who will protect the nation and its people. Its doors are open widely; in addition to children of nobles and lords, many young people from rural areas dreaming of rising in status attend, with about one third being female. Most students enter around their mid-teens, and cases like Asbel's—entering at the young age of eleven—are not very common. In addition to swordsmanship, characters and manners [illegible]

Knighthood [Organization] Another name for the royal army of the Kingdom of Windor. They swear loyalty to the nation and the king, are permitted to take up the sword for the safety and peace of the realm, and are military strength of Fodlos. Centrally, to call oneself a knight one is expected to graduate from the attac

Relief Corps [Name] An organization for life-saving and first-aid formed mainly by volunteers from Lant at the suggestion of Major Hubert of the Strata army, who was dispatched during Duke Serdik's coup. Initially operating under the name "Relief Envoys" to provide aid at Wallbridge, they continued to travel and carry out activities in various places. They do not belong to any specific nation and do not inquire about the status or rank of those they aid. After the fight with Lambda, Shelia began to take part in these activities in earnest and now flies around the world. It seems that a significant [illegible]

Feral Beast Uzumeku [Other] A monster appearing in classic military monster SF, set at about 20 meters in length. Although written for children, as typical of monster and hero stories, many fans remain captivated by its setting into adulthood. It is said to be modeled on the Rocky Mountains of the Strata Great Desert.

Brilliance Stone (Clearas) [Civilization/Culture] A stone in which essences have condensed. The essences that circulate through the earth condense over long periods and eventually crystallize into brilliance stones, which are found mixed in alluvial deposits on the ground or riverbeds. Their properties vary depending on the contained essences; for example, a fire brilliance stone can be used as fuel, giving them a resource value closely tied to people's daily lives. They emit beautiful gleams corresponding to the wind, water, and fire attributes. Charm of the Brilliance Stone (Clearas) [Item] Originally a charm containing brilliance stones

Grim Sylphie [Appellation] A spirit sealed within a green gem. She reacts to Pascal's bloodline and lends her power as an emissary of the Great Emerald-Green Dragon. Although she appears as a refined young boy in accordance with her manner of speaking is elderly-so

Grail Lake [Facility/Place Name] A lake at the center of the Windle Kingdom, around which four highways run, connecting various parts of the kingdom. It is also famous as a producer of high-grade se

Grellside [Facility/Place Name] One of Windle's territories, spreading along the shores of Grail Lake and governed by Duke Dale. It maintains a large militia whose [illegible] of the Baronia Knight Order. The southern rural area is also famous for potatoes. Fields along the road bear Efinea script reading "Delicious Potatoes," and they [illegible]

Grellside Swimming Championship [Other] A swimming competition held annually in Grellside [illegible]. It is held using part of Grail Lake and, alongside the Wakasagi Festival, is an event representing Grellside. Richard has previously placed in the youth category, and according to royal custom, he competed in clothed swimming alone. As expected of Richard, who is known among past royals for [illegible]

Great Emerald-Green Stone (Gloan-di) [Civilization/Culture] The great radiant gem that is the foundation of the Windle Kingdom and contains the elemental power [illegible]. Situated on a high ground overlooking the port of [illegible]

Kurosophy [Other] A wildflower that blooms purple flowers. It is [illegible] of the Sarang Great Desert coastlands of Windle's Lant region because Kurosophy tends to grow naturally in lands rich in elements, which reflects that the area is blessed with multiple elements. If the flowers are exposed to moonlight for many nights afte

[illegible] Fendel government tower.

Keri Lant [Person Name] The mother of Asbel and Hubert. In contrast to her husband Aston, who treats [illegible] strictly, she has raised their sons equally. She has [illegible] in powdered form packed in a small envelope. Her manner of speaking is elderly-so give both sons equal affection and watched over their growth with the calm demeanor of a well-bred lady. Regarding Hubert's adoption issue, she tearfully let him go in accordance with [illegible] that considered his future. She later learned, seven years on, that that decision had inflicted deeper [illegible] imagined, and she worries about their reunion and the brothers' relationship. She herself is the youngest daughter of some noble family from Baronia and initially [illegible] into the remote Lant. Her relationship with Aston repeated

Code 765 [Technology] One of the status codes for humanoids, [illegible] indicating that various functions are operating normally

Error Code 961 [Technical] — An [illegible] occurring in humanoids that have exceeded their operational limits. Detection of 961 mostly results from surpassing their service life, and these

Cornell Research Facility [Facility / Place Name] Life Science Engineering Doctor Cornell's laboratory. It is built in the valley of District 13 on the planet Fodora. After Dr. Cornell began to lead [illegible]

Dr. Cornell [Person] Fodora's biotechnology An authority and a leading expert in humanoid research. From Fodora's "stellar core (Rastalia)" they discovered a primordial spirit being and, seeking to unravel the mysteries of life and exploring its potential as a new stellar core (Rastalia), named it Lambda and raised it. As Lambda gradually learned emotions and developed the qualities of a person, their affectionate care—going beyond treating Lambda as a mere research subject—aroused the resentment of some researchers who regarded Lambda as dangerous. Eventually, due to a rampage by a Lambda cell–transplant specimen, their position as a researcher was lost. They were attacked by humanoids sent by Emeraud, a former assistant who had become a vanguard of the radicals; although they managed to send Lambda to Efinéa to escape, they themselves perished. Some contemporaneous scholars spread the claim that the chaos in Fodora and the world's collapse caused by Lambda were solely the result of Cornell's obsession, and thus Cornell's name became taboo.

Kohaku Hearts [Person's name] A girl who came from the world of "Tales of Hearts" across time and space in search of the "Soma" that amplifies the power generated by people's hearts and spirit. At times she acts as one of the black-robed guardians, and at other times she continues to seek clues on the land of Zon Cage. Incidentally, the Soma had sunk into the sea, so her water-averse brother Hisui could not find it. Her catchphrase is an abbreviation of "Gangan, doko made mo" and appears saying "Hiyo!" from a Gangan Online forum post.

Sa-row (Japanese syllabary)

Sai [Personal name] — a non-combat humanoid in Telos Asty that appears like a small child. Despite having been operational for a millennium, its intellect has not declined; it commands other humanoids and faithfully carries out Emeraud's orders.

Zavēt [Facility/Place Name] The imperial capital of Fender, also called "The Iron-Groaning Great Capital." The city is enveloped in steam and exhaust from steam engines, giving it a perennial, mist-shrouded haze. At its center stands the Government Tower Jireza, which houses the consolidated government agencies and gives off an unapproachable atmosphere.

Alcohol should be shaken [Other] A famous saying by the master of the bar Tactics in Baronia. He says that in the castle town—prospering as the royal capital and serving as the kingdom's guardians with its order of knights—although he cannot wield a sword himself, he shakes the shaker like this to offer the knights a brief respite. The master, with a

Saji [Person's name] A child who teases Asbel and others at Beranick. After being reprimanded, he shows remorse for a time, but

using his frequently ill mother's nursing as an excuse, he repeatedly swindles money from Gald thereafter.

The World [Item] One of the gun-rods wielded by Pascal, originating from "Tales of the World: Radiant Mythology 2". The miniature mascot that shines at the tip of the rod represents Canon Noia Heart herself, who appears in that work's merchandise, and every time it's equipped in battle you can gaze upon

Sun Oil Star [Other] The ultra-popular sentai series that once captivated the children of Strata, "Beach Squadron Sun Oil Star." The main force consists of six members—Red, Blue, Green, Yellow, Orange, and Black—who fight day and night for the beach's peace, safety, and beauty. The enemy forces usually described as "monsters" are modeled after sea creatures and called "Kaku-jin" (Shell Servants). Breath-taking action scenes against the Kaku-jin led by the executive organization "Sokai-dan" and its sister group "Water Breaker" continue to enthrall hero fans to this day.

Santa Claus [Other] On Christmas Eve night, a white-bearded old man appears carrying a large sack and

and cuts down the detestable chimneys, distributing presents made from the smashed chimneys. This outrageous setting is something Malik teaches Sophie, b

Sand Watching [Other] As the name suggests. Sand

Mount Zavēt [Facility/Place Name] A rugged mountain rang

sand. In the Great Strata Desert, what appears at first glance to be a continuous flat expanse of sand actually seems to change its appearance moment by moment, and a woman living on the western side of the desert devotes herself daily

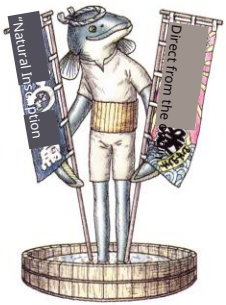
[Appellation] A beautiful half-human, half-fish spirit beloved by the Great Azure Sea Dragon. She reacts to Pascal who

visited the Sable Izore research institute, and appears from a water gem. From her refined demeanor she switches in battle to an aggressive type who coordinates with Pascal to unleash magic

repeatedly before, and because of her long, fragile-looking hair she was whispered to be a ghost sleeping in a buried underground city. Sheria Barnes [Person] A childhood friend who harbors romantic feelings for Asbel. Because her grandfather Frederick served as a butler to the Rant family, she was raised like a sibling alongside Asbel and Hubert. After losing both parents one after another in childhood and being frail herself, she always felt insecure, so she deeply adores Frederick as well as Aston and Kelly. She was over the moon when Asbel left Rant following the incident in the royal capital's underground

Sheri Snow White [Other] A classical work that the unsuccessful author Kaiga VII desperately wanted performed, causing Asbel's group to suddenly stage it. In the story, Sheri Snow White, who ate a poisoned apple gummy due to the jealousy of her stepmother Queen Hubert, is awakened by a kiss from passing Prince Asbel—a love story that makes girls' hearts flutter. The audience's enjoyment includes the lovers' awkward "pretend" kiss, and what mischief Malik, who plays a fairy, will cause is a treat reserved for those who watch the play.

Gentle Eel [Name] The "Gentleman" is a legendary creature with a long, slender body and limbs and an indistinct, modest face. The Gentle Eel has an appearance clearly taken from and a behavior that turned into an eel, making it an even more mysterious life form. The Gentle Eel th Claims it was made by an employee.



Gentleman [Personal name] A mysterious creature said to have an uncanny appearance that hardly seems of this world. The truth of its existence has become almost mythic. The Anmalchia tribe, which might not be exaggerating to say has witnessed the entire history of Ephynea, is said to have established the current request system to gather materials from across the world to study it. Currently, the one using that network to conduct the research is the foster grandfather of the Pascal and Fourier sisters. How one is raised can so profoundly affect personality formation.

Jet-Black Wings [Organization] A mysterious sibling group aiming to become the world's greatest craftsmen. The three—eldest

as the name of the room. They forcibly handed over mapo curry and fabricated a bribery charge against Asper, then used the guest room of the Lant residence as their base. Not satisfied with that alone, sparked by nostalgic "mother's home cooking" stories spread in the hall, they eventually arranged to start selling

Justin [Personal name] The son of the elderly butler Gerlitz who turned into an eel, making it an even more mysterious life form. The Gentle Eel th Asbel in Paronia. After running away from home due to conflicts with his parents and losing contact, the couple filed a missing person report. Having boasted loudly, he cannot return home and, while not the neighboring country Strata, livin

District 13 [Facility / Place name] A residential and research district of Fodra. Its center contains Fodra's largest city, Telos Astyr

Tandem Turtle-Parking [Other] Parking turtle-carts in a single vertical line. It particularly refers to the method of maneuvering a turtle into a space where only one slot remains by reversing direction skillfully. Because it requires a sense of turtle-width and handling technique, it is often avoided; in practice, collisions between turtles cause shell scratches or bites to opponents' legs, and there are even harassment incidents staged as tandem-parking

Guardian Wind Governor [Other] A gigantic windmill in Lant. It turns ceaselessly as the town's guardian deity, supporting the town's way of life, and is

Joe [Personal name] The youngest member of Jet-Black Wings, also known as "Joe of Flames." He always carries a pair of burners on his back and is forced to support Kaji's blacksmithing and Arne's cooking. He unconditionally follows them through any harsh treatment, a pitiful disposition, but he himself does not even find this unreasonable—he is the typical

Jireza [Facility/Place Name] The Imperial Capital of Fender The name of the government tower overlooking Zavette, meaning "iron." It houses many of the government's main agencies and research institutes and, with 12 underground floors and 42 above ground, is the tallest building in the empire. However, because of its name, it was certainly not always positively soar to this it frequently suffers elevator troubles, sometimes forci

White Wine Aristocrat [Person Name] Residence of Yuriberute A man living in the town, he is the neighbor of the Red Wine Aristocrat. Like him, he loves wine and is wealthy, but whether he is truly an aristocrat is likewise uncertain. He is exceedingly particular about white-fleshed fish, which is also a pleasure intended to bring out white wine's flavor.

Symphonia Takt [Item] One of the rapiers equipped by Rich

Stove [Technology] A type of heating appliance that burns firewood or fire gems for warmth. In the present day, where more efficient methods for extracting elemental energy are common, stoves that burn flames directly are rare. At the inn in Beranic, which was left behind in development, a

Strata Republic [Facility/Place Name] A country whose territory is largely desert. It has a presidential system in which the head of state is chosen by popular vote. Its blasting stone technology surpasses Windle and Fendel, and notably the capital Yuriberute—though surrounded by desert—has abundant water and a stable climate. However, in recent years, malfunctions of the great gems have begun to destabilize the warm environment, and forces scheming to invade Lant in search of rich gem veins are said to be behind it.

Strata Cactus [Other] A gigantic cactus native to the Strata Great Desert. The water stored inside it is valuable for drinking. If you plan to cross the desert on foot, knowing where cacti grow is a ma

Strata Great Desert [Facility/Place Name] The vast desert region that occupies most of the western nation's territory. Its harsh environment impedes human travel, and in ancient times only scattered oases supported travelers'

Shishi-o (Color Radiance Dragon) [Title] A great being that governs the elemental forces that fill Ephyn

passage. Due to Kaji's eldest sister Arne and youngest sister Sonia's [illegible] tendency, the [illegible]

Because elemental stone accumulates on its horn, it is considered an alternative gem resource, but because it is fabulous, those who are counterattack

Ruins Buried in Sand [Facility/Place Name] Ruins located in the eastern part of the Strata Great Desert. They are one of the remains of Anmultia, and the doors open only to those who hold the "Key of Anmultia."

Sneak Laboratory [Facility/Place] Mount Zavēt Built on the mid-slopes, a "sneak"—that is, a secret—facility for clandestine research. Fourier, funded by the Fendel government, creates the monster Vérès as the culmination of biological weapon development.

Spa Vacation! [Other] A term referring to enjoying relaxation at a spa resort. It means shedding the ties of everyday life along with your clothes, and savoring the physical and mental liberation obtained by wearing only your proud swimsuit, together with an exclamation mark ("!").

Spa Resort [Facility / Place name] A major resort area located west of Yuriberute. Although situated at the edge of a desert, it is a beach resort brimming with abundant water. With a thrilling premonition of adventure, I feel a bit daring today. Sacred Sword Key [Item] The scabbard key to the elemental sword Excalibur, handed down in the Windle royal family. The sword can be drawn from its scabbard only with this key, allowing its true power to manifest. When the late King Ferdinand IV once bestowed the sacred sword upon Aston, Aston returned the key as a token of loyalty and kept "the sword that cou

Seible Isoré [Facility / Place name] — One of the cities of Strata, it is an academic metropolis where radiant-art research flourishes. The research tower located in the center of the city is a coveted site for scholars around the world. Beneath that tower lies part of the database "Repository of Wisdom," guarded by the Anmarchia people. Seegan [Personal name] — A young Fendellian who becomes Fermera's husband. He met Fermera while working at the Zavét Government Tower. At first, he figured Tales of

The lone island at the center of the world [Facility / Place Name], also called the "navel of the world," floats in the center of the inland sea and is connected to the stellar core (Rastalia). Lamuda, which obtained elements from three great Delhanee stones, formed itself here and continued to spawn monsters that are its ow

Seraphic Hearts [Item] One of the lists that Sophie equips. The name derives from "Tales of Hearts." In that work, a single emotion or quality of spirit is called a "Spiria," the mind composed of various Spirias is called a Spiraria, and the seven-colored crystal is called the

Sherlock Holmes [Person] A detective who appears in a series of novels by Arthur Conan Doyle. Known for his deductive reasoning and his companion Dr. Watson, he is a beloved figure in literature and popular culture.

Shield [Item] It is considered an alternative gem resource, but because it is fabulous, those who are counterattack amber spirals. The gauntlet part is made from the "Mobile Crystal Castle Sandrion," built as the network server for all Spirias; among the Sandrion as a whale—designed to resemble a blue whale—the head is featured

Serdick [person name] Richard's uncle. He schemed in secret to usurp the throne, plotting against his elder brother Ferdinand IV and Ferdinand's son Richard. He once tried to involve Asbel Lhant Aston in his conspiracy, but Aston stubbornly refused. Later, in a secret agreement made with Strata, he agreed to cede the Rant territories to Strata in exchange for veiled support during the civil war.

Facial cleansing soap [Other] Among soaps, those specifically made for washing the face. Many of them advertise effects such as being gentle on the skin and rinsing off well, and their packaging is generally neatly made. At Sable Isolée, a luxurious-feeling facial cleansing soap said to be made from feldspar is sold.

Seoul Calival [Other] About ten years ago, this was a popular battle manga among the boys in Windol. Hubert, who claims to have mastered military secrets through self-study, actually fights not based on any formal rules or doctrine, but simply by imitating the protago

Sword Legendaria [Item] One of Malik's throwing bladed weapons, originally forged in the Regefendia". It features a beautiful design that

Sophie [person's name] — a mysterious girl who was sleeping in the flower field on the hillside behind Rant. She spent time together with the young Asbel after he took her in, but she lost her life when monsters that appeared beneath the royal capital attacked. However, seven years later she reappears before them in the same

Hero but because it is fabulous, those who are counterattack understand why he felt intense hostility toward Richard—who had been parasitized by Lambda—after his previous injury damaged his memory. Later, after receiving repairs and regaining his memory, he became fanatically obsessed with carrying out his mission, deepening the rift with Asper and others, while simultaneously struggling to understand the concern his comrades felt for him. Having never had deep relationships with people until being protected by Asbel, he is unfamiliar with social nuances and emotions. Because of this, Malik often takes advantage of Ymir's favorite food, a tart omelet, and the pervasive rest

Daiki Seiryū (Solomos) [Title] The original ancestor of the Radiant Star Dragons. It was activated 200 years ago when the Zoon Cage's satellite absolute defense system went berserk. For various past reasons, it gathered nine companions who wield their power against the world and collapses like a "Dragon Star W

Ta-row (syllabary secti

Dark Kamenin [Person] The son of Department Head Kamenin. He developed an adolescent rebellious mindset of "I won't ride society's rails," and after being labeled "the rotten mapo-curry of the class," he slid toward the dark side and became Dark Kamenin. However, he hasn't fully turned yet; he talks about deliberate

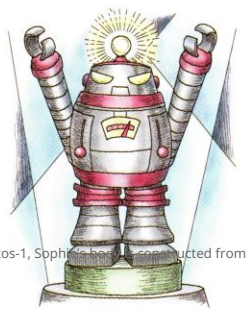
Tiger Festival [Name] A name candidate for Sophie proposed by young Asbel. It was once rejected after Sheria's fierce protest, but Sophie, who remembered it, adopted it as a pseudonym for

rodiscovers Richard's Richard's typical of newly formed lovers, but an early

Great Crimson Lotus Dragon [Title] One of the chroma-radiant dragons that protect the elements, a dragon that dwells in Fendel's Great Crimson Lotus Stone. It guards the flow of the fire element that courses the world

Great Azure Sea Dragon [Title] One of the chroma-radiant dragons that protect the elements; it dwells in Strata's Great Azure Sea Stone and

Tai Chazuke [Item] Malik's favorite. Slices of sea bream marinated in sauce placed over rice and topped with fragrant hot tea—simple yet profound fare. It allows one to fully enjoy the flavor of the ingredients without the ostentation or formality typical of luxurious dishes, and has long been popular among literati and artists. Eating it as a finishing dish after the main meal or after drinking is exceptional. The variant using grilled salmon, "Salmon Chazuke," is also delicious. David Paradis [Person] The president of Strata, a democratic nation chosen by election. His habit of personally touring the country to assess conditions and the fair judgment cultivated by such practice are highly regarded, especially among commoners. His unmasked yet dignified "undercover appearance," which cannot be concealed even in casual clothes, is somewhat famous, and recently he has frequently visited Sable Isola and nearby desert areas to investigate Rock Gagan damage. However, reflecting his clean image, he lacks a strong political base and financial resources, and in particular his ties to the business world lag behind his rival, the political entrepreneur Oswell. In response to increased demand for luminous stones within Strata and the declining activity of the Great Lumin Stone, he is aiming to obtain mining rights for the Rant region, which has abundant luminous stone veins, but he insists on securing governance of the entire vein area by peaceful means in opposition to Oswell's hardline faction. Talka [Person] A man in Sable Isola who loves magic karuta; he spends his days playing karuta with Great Radiant Star Dragon; in addition to teaching Dragon itself, they are collectively called the "Ten-Point Star Warriors." Their ranks are a misce



Single-Particle Preservation [Technology] An inherent self-repair function. It repairs damage by particleizing the body that composes itself, and is also called unit preservation. In theory, as long as an abundance of elements exists, complete regeneration is possible regardless of the degree of damage; however, in the case of very large destruction, repair may require hundreds of years. Sophie, whom Asbel discovered in his childhood, suffe

Chaka-chaka-pon [Misc.] An onomatopoeia of Pascal's mystery. She uses this to describe entering the underground ruins of Wallbridge, claiming that despite its formidable appearance it is actually simple. Incidentally, raising the Wallbridge bridge, according to he

Annihilation [Technology] A phenomenon in which particles of equal mass but opposite properties collide, producing energy while mutually annihilating. Originally a method intended to generate large amounts of energy, the annihilation function that Protos-1, Sophie, possesses against Lambda is designed solely to cancel out each other's particles and thereby destroy Lambda along with herself. By

Duke Dale [Person] A great lord governing the southern part of the Windor Kingdom, he manages fertile lands centered on Grelside, Windor's second city. A distant relative of the royal family, his father was ennobled during the reign of former King Ferdinand IV in recognition of saving the king's life at the Battle of Fendel. He is the very image of nobility, possessing dignity and strictness. After Ferdinand IV's death caused by Celdic's rebellion, he protected Richard, who had escaped the capital. To help restore Richard to the throne, he led the kingdom's largest militia and overwhelmed the k

Death Abyss [Item] Hubert's twin blades. Originating from the weapon of the monsters that await the protagonists in "Tales of the Abyss," its origin is a technique imbued with the spirit of the Great Radiant Star Dragon; in addition to teaching Dragon itself, they are collectively called the "Ten-Point Star Warriors." Their ranks are a misce

Great Azure Sea Stone (Dublemer) [Technology] A great luminous gem that supports the Strata, emitting a deep azure glow and embodying the element of water. It exists in a section of the Strata Great Desert, but unlike Windor's Great Verdant Stone, which occupies the city's center, its location is known only to a limited

Delis Bit [Technology] A secret weapon designed to slice open the cocoon that envelops Lambda. Made from Delis Steel, which is resistant to Lambda's power, it is manufactured in a rush by Pascal, who grasped the manufacturing method intuitively. Whether due to the taste of the person who once designed the work arms o

❶ ❷ ❸ ❹ Tada! It's complete!

Delis Ring [Technology] A ring made from leftover Delis Steel when the Delis Bit was manufactured. Because they share the same power source, they grant the ability to use the power of light—the same capability Sophie's preservation shard provided to Asbel and the others. Pascal, who lacks Sophie's power, and

Ten-Point Star Warriors (Thermadycade) [Organization] Warriors summoned by the power of the Great Radiant Star Dragon; including the Great Radiant Star Dragon itself, they are collectively called the "Ten-Point Star Warriors." Their ranks are a misce

Telos Astyu [Facility / Place] The largest metropolis in Fodra. It features an immigrant shuttle airport and at its peak was home to many humans and humanoids. However, after the planet was destroyed by Lambda, only a few remaining humanoids stil

Natural Flirt 【Other】 A perfectly natural nickname that the former chief instructor gave Malik. He never intends, not even in th

sistant to Lambda. Protos-1, Sophie's body is constructed from particles of this Delis Steel in anticipation of battle with her archnemesis Lambda; it reacts with the elements that a

Simply naturally born gentlemanly and witty

Being naturally charming and leaving a wake of scandals wherever he goes, his reputation for seducing women flows like a storm. For a man who from the moment of his birth is a natural womanizer, it wouldn't be unreasonable for him to have at least one unflattering nicknam

Tempest Bringer 【Item】 One of Malik's throwing-blade weapons, derived from "Tales of the Tempest. " Its design image is based on the protagonist Kaius, a member of the Raymorn people—despised as a race that "destroyed the world" due to their beastification ability. The design depicts a beast roaring in flames. Chili Liqueur 【Other】 A menu item at the Zavet inn. It promotes circulation, aids digestion and appetite, and in freezing Fendel it warms the body from the core, making it a beloved medicinal spirit. The red and yellow chilies marinated on the bottle also serve well as interior decoration.

Arena Island 【Facility / Place Name】 An island floating in the sea surrounded by the continents of Windor and Fendel. It is called this becaus

Poison Apple Gummy 【Other】 A gummy given to Princess Sheri by the spiteful queen. Just one bite causes loss of consciousness and eventually death. To be freed from this terrible poisonous curse, it seems a passing prince's passionate kiss is required. That the princess would be kissed on the sleeping without hesitation shows she is so

Special Apple Gummy Juice 【Other】 A specialty beverage of the Windor Kingdom, which includes Lant, known for its apple production. Malik treats underage Asbel to this a drink as a pre-celebration of Asbel's formal knighting. The menu appears to involve unnecessary steps to an amateur—first turning fresh apples into gummies, then juicing those gummies—but the master has his own particular reasons for this meticulous procedure.

Antitrust Provision 【Other】 A law stipulated in Article 6 of the Kamenin Trade Practices. To avoid market disorder and maintain proper economic activity, it independently regulates against pricing goods at levels extremely below the market. It is a rule unique to the internationally

The "Na" Row

Natto [Item] A food made by fermenting soybeans. When the party visiting Telos Astyu explored the warehouse district, they discovered a large quantity of natto and, overjoyed, they ate natto that had undergone an extra

Natto Toast [Item] Richard's favorite. Natto is placed on a slice of bread and toasted until it develops a light browning. Heating reduces the distinctive smell and stickiness, and for some people this fusion of Japanese and Western styles is even more addictive than eating natto with rice. Richard, wanting to spread appreciation for this tasty, p

Nanally Fretch [Person] — A prospective match for Asbel. One of the candidates. A bow user with the same name appears in Tales of Destiny 2. She nursed her bedridden younger brother until his death, and afterwards served as a mother figure for the village children. She is a maid at

family, she would like to become a good wife who could pull the insensitive Asbel along. However, the true “Nanally Fretch” has, across ten years, encountered a suitable companion with a pleasant rapport. If this Miss Nanally were to go through with a formal matchmaking meeting, it is highly likely that a 33-year-old man of the “Roni Dynamis” type would storm in with overwhelming force... Pick-up Contest [Others] — At the spa resort, Sheria and the others, intoxicated by the free atmosphere, participate in a battle that is not very recommended from an educational standpoint, mainly led by Malik. The contest involves ap

A cat costume [Item] — rather than a cat, it is a stuffed doll of a nekoninn (cat-person). The garment they wear is like a mascot suit: whether it is clothing or actual skin is unclear, but for no

The Old Man Who Loves Cats' House [Facility / Place Name] Windor Region\u2014A lone cottage located in the southern part of the Windor region. Here lives an eccentric old man who, fervently convinced of his beliefs, spends a carefree life living elegantly with his beloved cats. Nekonin [Personal Name] A cat sanctuary known only to cats. Cat-like creatures living in the village of Nekonin. They appear to be humans wearing cat costumes, but in that state they cannot communicate verbally; nor are they simply cats by appearance or meow, and their biology remain

Nekonin Outfit [Item] A costume-like garment said to have been worn by an elderly cat-lover in his youth. However, it is not a genuine piece but a replica product made using a technology called Fomikuri. This raises the question: do real Nekonin wear the so-called "authentic" version of this "outfit," or are they considered "Nekonin" only when the clothing is in

Nekonin Village [Facilities & Place Names] Roller Coaster Amenity, go round and a land filled with cats and hope— a dream country inhabited only by Nekonin. Appreciated by c from around the world, only those who have earned their tru can reach it.

Nesugi [personal name]: An effeminate cat-person living in Nekonin Village. Wherever he goes, fashion checks have become customary. He criticizes Hubert, who refuses to wear anything but his military uniform, and though he succeeded in turning him into a modern-style young man, he openly shows antagonism toward Sheria, dismissing her as a deluded girl who thinks youth can solve everything, and never demands that Asbel be left behind as a token of gratitude. He has twin brothers who love movies: the twin named Miiko is his brother. Nokogurumi [item]: A plush of a mysterious creature that is like a cat and like a mushroom called a "Noko." Staring into its innocent, unblemished eyes is so soothing that one can forget the passage of time. The Kamenin, who handle cross-border

Bar Tactics [Facility/Place] Paronychia

At the Tavern One, the shop is a place of relaxation not only for citizens but also for knights. It is well known for its fruit cocktails, and the menu board lists recommended fruits: "Peach, Grape, Lychee Grapefruit, Orange, Cherry, Loquat, Passion Fruit." For young people who want to show off a little, there is also a non-alcoholic menu. The proprietor who runs the shop trusts Malik's skills and often leaves the shop in his care, unofficially designating him the "next proprietor." Incidentally, the master, having recently found it difficult to import alcohol, apparently secretly uses the clandestine shipping routes used for trade between Strata and Fendel, and appears to love cats.

Basis Military Base [Facility / Place Name] A base where Fodlan's scientists and military engineers concentrated their knowledge and technology to research countermeasures against the monsters spawned by Lambda. It is said research was conducted there to broaden and apply the abilities of Protose One. Even now, after Fodlan's all-out war, combat humanoids still operate

Pascal [Person Name] A technician of the Anmaltia tribe who was investigating the ruins of Wallbridge. He is casual and laid-back about everything, yet through his tribe's unrivaled genius insights and intellect combined with suitably haphazard behavior, he makes the impossible possible. He left the village to seek his clan's roots and wandered the world, meeting Asbel and others on his 652,231st step. Having seen the image of Protose One in a three-dimensional hologram left by his ancestors, the moment he sees the real Sophie he sets the task of "how to touch and examine her" and accompanies them, but soon confronts a situation where his knowledge can influence the fate of the great luminous stone and even stars themselves. Overcoming a conflict with his older sister Fourier, he joins the fight to stop Lambda's atrocities. Curiosity takes precedence over everything for him, and he holds values quite different from general perceptions, though

Pascal Sensor [Other] Pascal's intuition sensor. When he sneaks into the private chamber of Kaus in the Fendel Government Tower, it suddenly beeps, just the right moment to thwart the

Pascal Belly Clock [Other] Pascal's stomach clock. When he gets hungry, it insists on that with frustrating precision. Its sound is "gy

In-Heat Cat [Other] The original intent was "mature cat." To play with the naive Sophie, Malik amusingly trained one, resulting in shameful remarks and triggering Sheria's fury and she watches over Sophie's wholesome upbringing.

batja pfja dah fauh ♪ [Other] A mysterious phrase Pascal, exhausted from an all-nighter, mutters unintentionally. Sheria is unsettled after being told it means he stayed up all night making bombs, but the true meaning—or whether it had any meaning at all—remains a secret shared only betw

Banana Pie [Item] One of Pascal's favorite foods. Apparently she also likes the banana itself as an ingredient because bananas "resemble the great luminous stone." Since she eats until adults vomit, it must be extremely appealing to her.

Nose-Picking War [Other] A spiteful-sounding act instigated by a diplomat who loves cats when his nap is disturbed. In reality it ends in an attempt, but if taken literally, it hardly seems like something respectable adults would do, no matter how you look at it.

Barry [Person Name] The militia captain of Rant who has protected the town since Aston's time. He was harsh on Asbel—who enrolled in the militia behind his father's back—even near Aston's death—deeming him unqualified to be the next lord, but after the pursuit with his eldest son he recognizes Asbel as

Daiki Stone (Balkines Urias) [Civilization · Culture] A massive luminous stone that stabilizes the flow of elements around the world. Through the action of the Daiki Stone, natural order was born and the cycle of elements is carried out. This circulation system did not exist since primordial times; it was constructed by technicians from Fodra who were sent to make Efinea a colony, aiming to recreate the homelands abandoned by the Fodlan people in the year of the

. A gigantic royal castle sits at the summit, and the town is formed along the slope. On a high ground overlooking the Grail, a great verdigris stone is enshrined.

Piers [Person] A man valued for his noble lineage, who served as Richard's tutor in his childhood. In fact, he colluded with Duke Celdic's rebellion and was waiting for an opportunity to assassinate Richard. He attempted to take advantage of the weakened guard during Lant's absence to put everything thinking of the young Asbel foiled

Peach Pie [Item] A juicy dessert made itself from fresh peaches. It is indispensable for tea time, as a sign of reconciliation, or for the joy of reunion. Incidentally, for Veig, one of the Black-Clothed Sentinels, was a dish loved by his beloved woman, and it is also a sy

Pichitaro [Other] A script Malik improvised to fulfill Sophie's wish to stand on the Beranic theater stage. However, it bears no resemblance to the original source "Momotaro," and it lacks any real punchline, making it a st

Secret Base [Other] A stronghold set up to be unknown to outsiders or those around it; it can also refer to a children's playground. To endure loneliness in his childhood,

Richard made a secret base in a vacant room of the castle and spent time there alone. Hubert Oswell [Person] The second son of Aston, lord of Lant and Asbel's younger brother. To avoid a territorial dispute with his eldest brother

Asper and because his father Aston wished a better environment for him, at age ten he was adopted by the Oswell merchant-political family of Strata. There he received a high-quality education under his adoptive father and became the Lant Governor of the Strada Army. Through a secret agreement made by Duke Celdic, he was assigned to his native Lant. The feeling that he had to abandon his family and

). Together with Asbel and Sophie, he runs about to stop Richard's ambitions. After the threat of Lambda has passed, he becomes the head of the "Evil Star Monster Countermeasures Headquarters," an organization reactivated to investigate the newly revived mysterious monster damage. Although timid, he spent an earnest childhood supporting his reckless older brother desperately,

Humanoid [Technology] A general term for artificial lifeforms once developed and used on Fodra. They mainly use essences as their energy source and generally have long service lives. Besides non-combat models that support people's daily lives, there are combat models used for security and policing; the latter's know-how was later inherited by "Protos-1," which was deployed to counter the Lambda cell rebellion. Due to their excellent durability and high command execution capability even in harsh environments, they were introduced in the early phases of the Efinéa colonization project and helped create habitable environments by adjusting essences.

Biyobiyo [Person] The Piyopiyo variant of Chunchun that inhabits the Windle region unexpectedly descended bearing a heavy fate, appearing before humans wearing a mysterious mask. Siblings hatched at the same time are bound by a strong bond, and their dream is for all of them to become chickens. Yet, despite boasting a swirling dark strength, their ultimate fate when skinned is yakitori over rice. The steaming sweet-and-salty fragrance and the lingering memory of their former cuteness even stir Sheria's heart. That said, she would probably still eat them. Ferdinand IV [Person] King of the Windle Kingdom and Richard's father. He was targeted for assassination by his younger brother, Duke Celdic, and died due to poison that had

Fact Fantasia [Item] Sword for Asbel Derived from "Tales of Phantasia". The ancient wood used for the sword's hilt appears to represent the World Tree Yggdrasil, which fills the world with mana in that light arranged at its center seems to symbolize the Spirit King Origin. Fandom Light [Item] Pascal One of the gunstaves to be equipped, "Tales of "Fandom" originates from each work. Since the work itself functions as a fan disc that transcends the boundaries of the series, the weapon inspired by that image—the "Fandom Light"—is literally the embodiment of fortune. The Scala

Windmill Ruins [Facility / Place Name] A ruin located beneath Baronia, and, like the Wallbridge Underground, is a remnant of Anmarchia. It is discovered during an investigation of mysterious monsters that reactivated after the Lamb

Fourier [person name] is Pascal's older sister and, alongside her, a researcher and engineer hailed as a genius among the successive Ammalchia clan. She is 23, one year older than Pascal, and unlike her carefree younger sister who is lazy but justifying excess. They also served as data storage devices, individuals that operated in research research, she is meticulous, serious, and passionate—what Poisson called "water and oil." She recognizes Pascal's exceptional talent more than anyone and, though she doesn't say so aloud, harbors strong jealousy toward the way Pascal casually produces various ideas and inventions. Driven in part by a competitive spirit toward Pascal, she took her sister's rese

Fermer [person] A government tower worker in Zavēt (Zavet) in Jireeza, she is an Ammarcia (Anmarchia) tribe engineer who boards in a Zavet household. She is on friendly terms with Pascal—so much so that she readily lent him her ID when Asbel and others infiltrated the government tower—and she combines the Ammarcia's characteristic profound yet lighthearted spirit. Later, she accepts a proposal from the man she passionately loves, Sēgan (Segan), and leaves her job after marriage, but to give Pascal a "share of her happiness," she rigorously size

The Fendel Empire [Facilities & Place Names] A northern country whose territory is mostly covered by snow and ice. It is governed by military rule, and 80% of the population work in military-related jobs. Since Eugen, the current President, seized real power technology has rapidly advanced, especially the steam engine technology that uses fire gemstones, which is rarely seen in other countries. However, resource problems have become severe, and around twenty years ago, with the Land Territory invasion launched to

Fendel Mountain Tunnel (Facility / Place Name) Fendel borders the country, the Windor Kingdom Ran A tunnel built for invading territories. It was completed about 20 years ago, and the unit that used it to launch an attack at that time engaged in fierce fighting with Windor's forces. The Scala army has sent spies into Fendel many times in the past, but none who passed through here ever returned safely. Fendel Glacier Ruins [Facility / Place Name] A ruin sealed within thick ice that contains a Great Crimsonstone. The Grea

The Compass Zone (Phoslitoss) [Facility/Place Name] A huge ring-shaped apparatus that exists surrounding Ephynea. It is located far above, at the boundary between the sky and the sea of the sky, but because it is so large it can be seen from the ground, and travelers and sailors have long used it for surveying methods. The Zo-on Cage inside was built to imprison Lambda that descended to Ephynea, and was created by the Anmaltia of a thousand years ago. They conceived of all of Ephynea as a cage and constructed the Compass Zone to seal away Lambda. Fodra [Civilization/Culture] A planet that once boasted a high civiliza

Great Red Lapis (Forubranniru) [Technology] Fire A nagy nepheline of Fendel that generates the elemental power of fire. The government, worried about energy issues, has planned experiments to extract large amounts of fire elements from the nagy nepheline. The person responsible is the military officer Kurt, and the technical advisor is Fourier of the Ammarchia tribe. "Bukku Bulku [Proper name] A pet that the traveling beast tamer brings alo

Bukkosu [Person name] An Ammarchia technician involved in the investigation of the Fendel Mountain Tunnel. Although he came at the orders of his superior, he lost his essential drill and, by chance, demanded trade tools from Pascal, who happened to be present. As for a reward, w

Bushbaby [Item] A stuffed toy with innocent eyes that know no suspicion and large ears you can't help but want to hold, which has charmed people of all ages. There are many odd rumors: that an elder of an ancient people who floats in the sky used it in a m

Bloody Rose [Other] A deep crimson rose commonly seen in the Fendel region. Its small petals give a wild impression, and its fresh, vigorous leaves and menacing thorns create an aura as if it were "a female thief with a past who acted the villain to rescue a family torn apart by blood feud and destitution."

Bradflamme [Honorific] Pascal's Anmar He descended to determine the bloodline of Chia and to become its power, a crimson dragon who shared the cup of discipleship; from his rugged body he unleashes combination punches that will undoubtedly send struck opponents crashing to the mat. His figure burning like a comet called the Lute

Break Destiny [Item] A list of weapons that Sophy can equip, derived from "Tales of Destiny". The left and right weapons are believed to represent "Atwhite" and "Dimros" respectively, both of which play important roles in that work as sentient swords called "Sordians". Incidentally, although both are portrayed in the story simply as "swords" during the Void a thousand years ago they were said to have been created by projecting the person

Brave Vesperia [Item] Hiu One of the twin swords of Part. It lends its name to the guild that the protagonist Yuri and his companions form in "Tales of Vesperia," and is modeled after the ancient orbital satellite "Rinrin no Myōjō (Brave Vesperia)." The feather-like design evokes the "Prime Vassals," the world's guardians, and also mirrors the very trajectory drawn by Yuri's secret ultimate skill "Heaven-soaring Radiant Wing Sword." As a side note, the guild's first-choice name was "The Courageously Proud, Full-Hearted Group." Frederick Barnes [Person name] Shelia's grandfather and the Landt family's butler. An elderly gentleman whose dignified, romance-gray demeanor made him a butler by nature. He is 64 years old. He served Aston's parents since before the Ashton clan's establishment, and has been

She has interacted with and supported his growth. During the pandemic, she lost her son and his wife one after another, and her love for her only remaining blood relative, her granddaughter Sheria, is extremely high. Additionally, she worries about the girl's frail health. She has also sensed Sheria's feelings for Asper and, given her position, seems to secretly pray for their fulfillment. In the episode "Zo-on Cage," in which Noparso is involved and gets sent flying, she counters

Protos 1 (Protos Haze) [Civilization/Culture] Among the humanoids that were mass-produced and used in Fodora, this term refers specifically to a special individual created to eradicate Lambda; in fact, only one unit, Sophie, was actually produced. It was developed with hints from the biological composition of an unknown lifeform discovered at Fodora's core called the Lute Queen." It possesses advanced close-quarters combat skills called photon martial arts and also has a particle-based self-repair function, and was designed to be able to single-handedly corner Lambda under any conditions. After the first battle with Lambda in Efinea, she sustained severe damage and, through her self-repair program, lay dormant for many years in the element-rich land of Rant. Dr. Emerold, the designer, equipped her with an annihilation function to ensure the certain eradication of Lambda, and Sophie bears the mission of silencing Lambda at the cost of her own life. Because she is endowed with a sensory ability to detect Lambda as a target for extermination, Sophie involuntarily developed hostility toward Richard, who Lambda parasitizes, and suffered without understanding the reason. Particle Reduction Preservation [Civilization/Culture] Among Protos 1's self-repair functions, this

Beranik [Facility/Place name] Windor Kingdom Ra A cold village in the southern Fendel near the border with Ant. Once the busiest mining town in Fendel, remnants of that prosperity remain in a massive theater, an inn, and a main street

Poisson [Personal name] The chief of the Ammalchia tribe. By lineage, his succession was decided early, and he already serves as Gauss's attendant, performing various duties on her behalf. Contrary to his adoring manner of calling Pascal and Fourier "sister," he is far more intelligent than many adults and possesses the dignity befitting the head of his clan. He and Gauss are familiar faces to the guardians of the Arena Isle, and when

Anti-Bestial Monster Countermeasures Headquarters [Designation] The official name is "Strata Republic Third Intelligence Department – Anti-Bestial Monster Countermeasures Headquarters." It is a countermeasure unit organized by the Strata military t

Horagaidar [Other] One of the shell retainers appearing in the "Sandy Beach Squadron Sun Oil Star," and an executive of "Water Breaker." Modeled after a conch, he blows the conch shell he carries to summon subordinates. Owing to his

The ma-row

Mabo Curry [Item] A legendary recipe that combines the beloved curry and mapo tofu. The all-purpose creative group "Jet-Black Wings" [illegible] this menu. Protos 1's mother's memory and dreams of launching nationwide starting with its sale. However, some say that products had already been released ahead of them. Having obtained the Rant family's

Mabo Curry Soup [Other] A "cocktail" that Malik, who tends bar at Tactics,

The way it was poured and set on the counter certainly looks fitting for something served at a bar, but on closer inspection the ice-like objects are diced tofu, which makes tipping it stylishly somewhat troublesome but that's only to be expected in a second alfa that's also piggy-backing on the Hubert brand.

Marlene [Person's name] — an acquaintance of Hubert and a woman who runs a gemstone polishing shop. She once belonged to the Stra military and served in the same unit as Hubert. At a time when she was worried about her future, she was given polishing tools, which decisively helped her later path.

Mask de Carbon [Other] A comic modeled on the guardian of Riot Peak on the Arena Island, "The Mask of Justice." Normally, on the Arena Island, he trains strong-hearted people who pursue world peace, and when someone is in trouble he leaves the island to come to their aid. Hubert, who can't get enough of hero stories, has his autograph. Mask de Baronia [Other] A dashing, justice-seeking hero who appears when someone is in trouble, concealing his true face. The original source is the well-known "Mask de Carbon," and this activity appears to be out of respect for him. As an aside, his voice and mannerisms bear a striking resemblance to a certain king.

Matryoshka [Other] A nested doll that can be split vertically at the torso. Inside is a slightly smaller doll, and when you open that one another doll appears, and so on. It is one of Fendel's

Magic Karuta [Item] A karuta card set collecting famous sayings of legendary heroes from past and present. Listen to the recited first half of a poem and take the hand card that bears the matching second half. Whoever finds pairs and their passionate words, the

Malik Scissors [Person's name] A 40-year-old man belonging to the Palonia Order of Knights, serving as an instructor at the Knight Academy and training cadets. Almost nothing is known about his past, and he himself remains tight-lipped. He was born in Fendel and graduated from the officer academy as an officer candidate, but he grew worried about the country's future as it increasingly neglected the people's livelihoods in favor of militarization. Together with his cohort Kurt Vessel, he led a reform movement centered on young officers. However, they were suppressed by conservative forces, and after losing a member named Rodney, he fled the state and has since lived without revealing his origins. He has been tormented by remorse and repentance for having effectively abandoned his homeland, and in particular felt guilty toward his estranged comrade Kurt; after witnessing Kurt's death as a victim of the Great Radiant Stone experiment, he resolved once more to look toward his homeland's future. He was accepted as an instructor despite not being a Knight Academy graduate and lacking a war record substantial enough to qualify for a

Malik Beam [Other] "If you're a man, let your back speak" — an ultimate secret technique that embodies this creed and radiates overwhelming presence. Whereas many other techniques are "dynamic," this one captivates through "stillness," which makes it all the more striking. Thus he once again forged another doll, and when you open the woman-making legend by making hearts ache. Malikko [Other] A name Malik is called by the Great Desert

Mizuirogurumi [Item] A stuffed toy modeled after a lifeform composed of inorganic substances—that is, a living weapon (Live Weapon). Amid its cuteness drifts an inexhaustible sense of the surreal. Its design is simple yet philosophical, and in keeping with that thoroughness, the "mizuiro

Mecha Asbel [Other] Absorb the elements of Fodlan As a plan to halt the collection core, Pascal creates a stand-in for Asbel. It can be considered a successor to the later-mentioned completely original design that does not use any base, including a humanoid body. However, the so-called elemental absorption operation depends on the presence of the Lambda absorbed into the Asper, and transplantation of that is fundamentally impossible; Lambda herself cuts through the matter, saying debates about appearance are ev

Mecasophy [Name] — A humanoid that was once on the verge of permanent shutdown but was brilliantly revived by Pascal. Abandoning a uniform design, she acquired a charming, two-heads-tall body with a cross-shaped mouth. With a new body and a new life, her per

Melon [Item] A super-premium variety of fruit that fell into Sophie the flower-lover's flowerbed as a result of her painstaking care. Under the shopkeeper's hands it became a sapling, eventually bearing fruit and returning to the hands of Sophie, the mother of the flowers. It is a fairly precious crop in Windle and is also used as a gift, but Sophie herself is not p

Moira [Person's name] — A missing young noblewoman from Yuri Belt. Unfortunately, she was attacked and went missing; her parents secretly searched for her. She looked exactly like Sophie, and upon seeing her at a glance th

Mojikun plush toy [Item] A stuffed toy modeled after a boy who lives in the "Land of Words". Its yellow, square face with limbs sticking out makes it perfect for hugging. Unfortunately, it is generally do

An old instructor with an awe-inspiring visage, [Name] Paroni. He is a well-known instructor at the Aronia Knight Academy. Proceeding down the corridor where he glares is enough to make even the aging Malik hesitate, and it is said that no one has actually ever made it that far. The vicious aura emitted from his sharp one-eyed gaze can probably be opposed by no one except Richard. Later, whether he retired or not, a dog—a

Fluffy Scarf [Item] On the morning heading into the decisive battle with Lambda, Fourier gives Pascal this special scarf. It serves as a token of reconciliation and as a charm for his sister as she faces mortal combat. The texture is pleasant: the long pile keeps one cool in summer and warm in winter, and the pure white fur enhances a woman's face, making it not only functional but also an excellent fashion item. For that reason, similar products cal

Ya-row

○□○Rō (Yakitori) [Item] Sheria's grilled chicken, which even when someone jeers "a hidden snack called emergency food" cannot be denied, has been reborn as a deadly weapon. Her fondness escalated until she finally made it into a weapon. The crafting material "Sumibiyaki" is, according to Frederick, "a venerable item passed down through the Burns family for generations,"

Yakitori-don [Other] This is precisely a title that can be declared to be for Sheria: dignified, resplendent, and powerful. There are no words better to describe his latest island known worldwide as the "Arena Island" where tournaments are held

One cannot help but, with the concern of an old woman, think that calling an 18-year-old daughter who is about to be married a "don" is inappropriate, yet she herself seems surprisingly proud of it. Yakitori Rice Bowl [Item] needs no further explanation—it's Sheria's favorite. If left alone, she will bring up this yakitori rice bowl at every opportunity, and watching her do so makes it clear during Fodla's heyday

The Oath of Friendship [Other] A Landt legend promising unchanging friendship. Each person carves their name into the tree trunk and places their hands together, wishing that their friendship will endure. Any tree may be used, but it is believed that the more unknown the tree is to others, the longer the prayer's effect will last. As children, Asbel, Sophie, and Richard performed this on the great tree on the back hill of Landt. After they reached adulthood, beneath the three names another name would be carved. The Snow-Sealed Ruins [Facility / Place] Ruins located in the mountainous region of northern Fender, constructed at a technological level far surpassing the pres

Yulicia [Person] — A member of Fendel's reform organization, she bears a face strikingly similar to Comrade Robelia, who died twenty years ago. The organization's leadership, attempting to lure back the former leader Malik, selected her as the contact with Malik based on her appearance and tried to reach him by threatening her with mysterious words. However, she only believed that her high aspirations had been recognized and did not know about Robelia or that she herself was being used as bait. After Malik's attempted persuasion failed, the leadership planned to use "the face identical to the daughter" to deceive President Eugen and turn her into a disposable pawn for assassination. The plot was foiled

Row R (ra-gyō)

Riot Peak [Facility / Place Name] A colossal tower coliseum built on the isolated island known

It refers to a "tournament battle." Belonging to no country, it has thus become a kind of lawless zone, where skilled fighters—enthralled by a world in which might makes right—spend their days in endless combat. The champion who emerges victorious here is aw

Rastakanan [Facility/Place name] A Guardia Shaft that pierces Fodla from the surface to the core. It was constructed during Fodla's heyday through its decline to reach the core. The name's origin—"the Promised Land," a bridge of hope to the star's core (Rastaria)—suggests that the researchers of the time entrusted the star's future and fate to it. Unlike the surface, which lay desolate for a thousand years, in some deep regions nearer the core the ecosystem has begun to regenerate. Star Core (Rastaria) [Technology] The star's central region where the elemental origins—the roots of all thing

Lambda [person]—An primitive lifeform once accidentally discovered on Fodora during research into the star's core. It can construct other technologies and even implant its own tissue into hosts, placing those hosts under its control. Given a humanoid body and emotional education by Dr. Cornell, a bioengineering doctor, it soon began to understand human-like emotions. However, Emerald and others considered it dangerous and accused Cornell of violating ethical regulations. Lambda itself was also targeted for death and escaped to Ephinea. After a thousand years on the run, it met Richard and the two resonated with each other's loneliness; Lambda then aimed to use his body as a vessel to return to the star's core. Uncon

Lambda Mark [Other] A sign that a Lambda is parasitizing the body. In many cases, the left eye turns red. When freed from the Lambda's parasitism, that mark also disappears.

Lambda Orchid [Facility / Place] A gigantic cocoon that Lambda forms to protect itself. It produces monsters by transplanting its own bodily tissues and repeatedly ejects them. It cannot be destroyed by conventional means, the only method is a single concentrated blow. Lapis [Other] A gem

Lala [Person's name] A girl living in Fendel's imperial capital Zavet who is bedridden for a long time due to illness. She became friends with Sophie after Sophie cheered her up by giving her a stuffed toy, and Sophie would deliver a new stuffed toy to her each time one was obtained. Surrounded by many get-well gifts, she eventually recovered her health and, together with Sophie, officially debuted as a priest.

Rant [Facility/Place name] A region located in the northwest of the Kingdom of Windle. It is blessed with abundant chrysoberyl deposits and supplies most of the country's chrysoberyl production. For this reason, repeated conflicts over chrysoberyl have occurred with neighboring Fendel, and the Crusade of the Holy Sword [Other] Starting in the hill behind Rant (Facility / Place Name) — a hilly area close to the Rant lord's mansion. Blessed with a flow of elements, elements that would normally be biased by the influence of each Great Feldspar naturally gather here. Sofi, which operates using elements, has been lay dormant on this land, seeking rich elements to repair the damage sustained in t

Riala [Personal name] appears in Zoon Cage as the "Holy Maiden," seeking a hero who will save the world. She came from the world of "Tales of Destiny 2." She herself is quite skilled and, at Riot Peak, reigns over the Mana Spirits of the Land. Richard [Person's Name] The legitimate son of Ferdinand IV, King of the Windel Kingdom. From early childhood he stood out for his exceptional intelligence, and, understanding his position caught in the maelstrom of succession disputes, he constantly felt lonely. At the age of twelve, seeking solace, he attempted to

He becomes parasitized. Afterwards, while still hosting Lambda, he grows up, and Lambda is awakened by contact with Sophie, that is, Protoss 1. Half under Lambda's will, he is driven to commit increasingly brutal acts. He accepted Lambda because he believed that, while seeking his own, the only method is understand Lambda's loneliness. After separation from Lambda, Richard not only returns to his original intelligence but also becomes The Little Queen [personal name] is an entity born from Fodlan's core and is interpreted as Fodlan's "survival instinct" taking human form. She was "discovered" from Fodlan's core at the cost of many scientists' lives, but was praised the then-developing research on humanoids against Lambda, and under Emerod's command the "Protos 1" was born. Having given up on humanity's selfish behavior, she annihilated civilization and watched over Fodlan's regeneration for a thousand years. However, upon learning that descendants of the humans who escaped were surviving on Efinear, she vowed revenge, to rescue Sophie, and to prevent the same mistake from recurring. Reverse Crusader [item] One of the rapiers equipped by Richard, originating from "Tales of Eternia." Crusade [Other] A holy war or reform movement based on loyalty and faith. Particleization: One of the functions of Protoss 1 related to civilization and culture, which reduces the body to the microscopic particle level that composes the physical world. By using this power, large injuries can be restored to their original state. Lilac [Other] A deciduous tree of the family Oleaceae, genus Syringa. Also called lilac, it is known for its pleasant fragrance. Malik [Person] A member of the Holy Sword Guardians. Raymond Oswell [Person] is a man serving in the Strata Army who acted as an adjutant during the Rant occupation operation. He is the nephew of Strata power broker Gareed Oswell, and the cousin and subordinate of Hubert. Attempting to

In the end, he even went so far as to propose, intending to become her "slave of love," but he was soundly rejected. By the way, it is common that such types do not give up so easily, and six months after the incident involving Lambda, he began donating large sums of money from the Oswell fam The Radiant Howl [Item] Asbel's sword. A shining Destiny set. hope that lights Teresia in "Tales of the World: Radiant Mythology". Its name also derives from the hyper-vibration-ity unleashed by the protagonist Luke in "Tales of the Abyss". Leon [Person] A man who, in his youth, fell in love with a woman who now always watches the river from the railing in Rant. When he was 14 he went on his fast date to Rant. However, that appear love continued to grow for a while, but due to the all-too-com District 66 [Facility/Place] An area in Fodla where military-related facilities are particularly concentrated. Because the people who were supposed to manage it have all died out, monsters and combat humanoids run rampant. Rock Gagan [Other] A rock beast that inhabits the Strata Rock Desert. The people of Strata, who found divinity in its high intelligence, had cherished it, but parasites caused it to go berserk and become uncontrollable. Also, because it is so large, swallowed items re Reid, [Person] Strata's scheme to bring the region effecti Fendel, by taking advantage of the theme of "rebirth" that transce real power in Fendel. She was attracted to Malik when he belonged to the Fendel army, and eager to be of help she actively participated in reform movements, overseeing implementation of Malik's plans. Under the distributing and reallocating the particles use her position for active involvement. She was shot dead by

Wa-row

Wakasagi Festival [Other] A yearly festival held on the shores of Lake Greil. To enjoy the seasonal wakasagi (pond smelt), spectators pour in from all over Windol, and Greilside—normally known as a quiet lakeside town—becomes extremely lively only at this time.

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Director	Takeo Sakamoto
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